A Young Lady's Illustrated Primer to Theming Cakewalk by Bandlab

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Theme Editor: v.1.3.0.26
Cakewalk By Bandlab: v.2023.09

About this document

This document illustrates where editable items are used in the user interface of Cakewalk By Bandlab ("Cakewalk"), by showing the effect of changing the color or image. It is not intended to be a comprehensive introduction to the Cakewalk UI.

For the images, I used a baseline "Mercury" theme, using fluorescent PINK or GREEN to highlight the theme element under discussion where appropriate.

Prepared by: Colin Nicholls

Special thanks to

The Cakewalk Developers; and the denizens of the Cakewalk User Forum, especially:

User 905133; Matthew White; Starship Krupa; sjoens; scook

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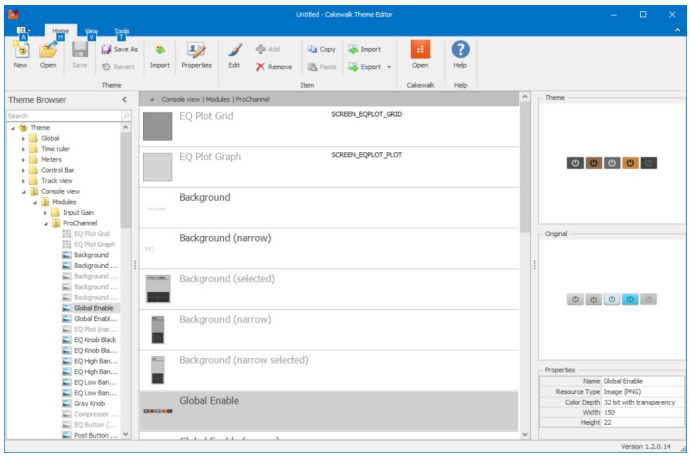
Introducing the Theme Editor

Since the release of SONAR X1, Cakewalk has used a user interface dubbed "Skylight". Cakewalk now includes a Theme Editor that allows us to modify colors and images used in the Skylight interface, to create our own "skin" or "theme".

The dimensions and layout of the images can not be changed; and there are some inter-dependencies that limit our scope to create a completely customized look-and-feel, but despite this, we have the power to create a wide variety of themes for Cakewalk.

Folks have been creating custom themes for some time, and there is an entire forum dedicated to theming on Cakewalk's discussion web site: https://discuss.cakewalk.com/index.php?/forum/31-ui-themes/



The Cakewalk Theme Editor displays a hierarchical list of elements (colors and images) that we can change and replace. Some of these elements are very obvious in their form and function; however others are more cryptic or overloaded with multiple effects, or have changed over time as the Cakewalk application has evolved and improved.

Some of the color values are impossible to determine by name alone, and some are even miss-named. Other elements don't appear to be used at all: they are either obsolete, or perhaps reserved for future use.

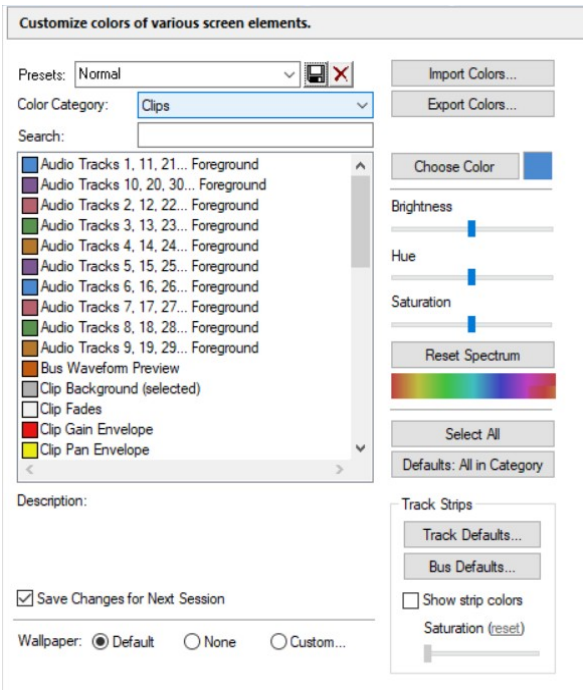
Creating a complete Cakewalk Theme is challenging. There's so much detail, and sometimes it is very difficult to find the right item to change in the Theme Editor.

Some sort of illustrated guide seemed to be in order.

Concerning Color Preferences

You don't NEED to understand color preferences in order to prepare a customized Theme for Cakewalk, but it helps if you want to squeeze the final 10% out of the customiziing possibilities.

Would that 'twere so simple



Before the Theme Editor, there were Color Preferences. Actually, there still are Color Preferences. And they are used alongside Themes in rendering the Cakewalk user interface.

Some history: Back in the day, Cakewalk allowed some colors used in the SONAR application to be customized by the user, and saved as presets. Some default presets were supplied out-of-the-box.

When Cakewalk SONAR X1 was released, the UI was revamped considerably (known as the "Skylight" interface) and many of these color preferences stopped working. If memory serves, over time a few of them were restored and others were left as obsolete or unused.

When you export a color preference preset as text .CLR file, you can edit it and see there are a total of 295 possible settings, although only 167 of them are exposed in the Preferences > Colors editor.

The color settings are saved as numeric base10 values, where 00 00 00 = 0 and FF FF FF = 16777215.

Warning: When you import a .clr file, it overwrites the current preset and marks it as "unsaved". Remember to save it with a new name!

You can read about the **Preferences > Colors** feature in the documentation.

How does Cakewalk decide which color to use?

How Color Preferences interact with customized theme elements can be confusing, but the sequence for determining a UI element's color appears to be as follows:

- Use the default (Mercury?) color, **unless**:
- There is an appropriate color preference in the current preset (e.g. Normal, Bright, Mono, etc), **unless**:
- There is an appropriate custom element in the current Theme (e.g. Tungsten), **unless**:
- There is an appropriate customized (non-default) color preference

Given the way the color customization features in Cakewalk have been developed and refined and changed over time, I don't think you can rely 100% on that process determining the color.

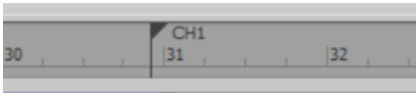
There may be UI elements where:

- there is no corresponding color preference setting;
- there is no corresponding Themable element;
- the default color preference setting is just ignored;
- the custom theme element is ignored;
- the color preference setting is always used (even when a theme says otherwise)

There are some UI elements that can **not be changed** in the Theme Editor, but **do have** a corresponding Color Preference. In order to provide a fully-themed experience to your users, you may have to provide both a custom theme (.STH) file and an exported color preference preset (.CLR) file.

Example 1: Track View Ruler:

The default user interface, using the default "Normal" color preference preset:



Now selecting a custom Theme "Colored Ruler" that changes the ruler background, the Marker color, and the Ticks and Digits as seen here:

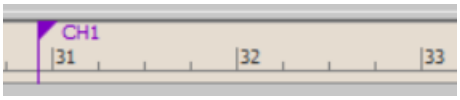
Going into Color Preferences, setting Marker to blue and Digits to orange, saving as "Normal Modified" preset:

Because "Normal Modifed" has default color settings for Ruler Background and Tick Marks, these are unchanged, and continue to take their settings from the current Theme.

Switching themes to "Flat White":

The marker and digits continue to use the two customized color preferences.

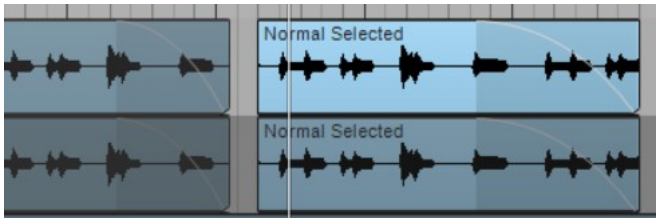
Now switching back to Color Preference preset "Normal":



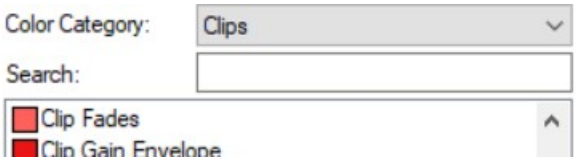
Now all the elements are taking their color from the custom Theme.

Example 2: Clip Fade curve

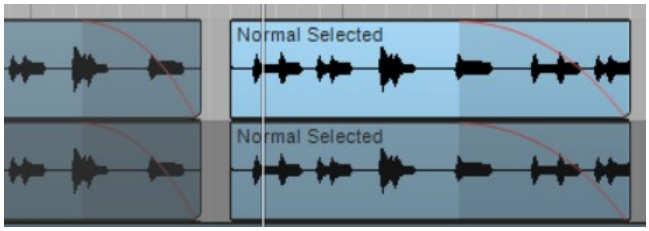
Consider the Flat White custom theme, which uses light-colored clip backgrounds. Notice that the clip fade curves are perhaps not as visible as we'd like:



However, under Preferences > Colors we can change the Clip Fade setting:



And now we see:



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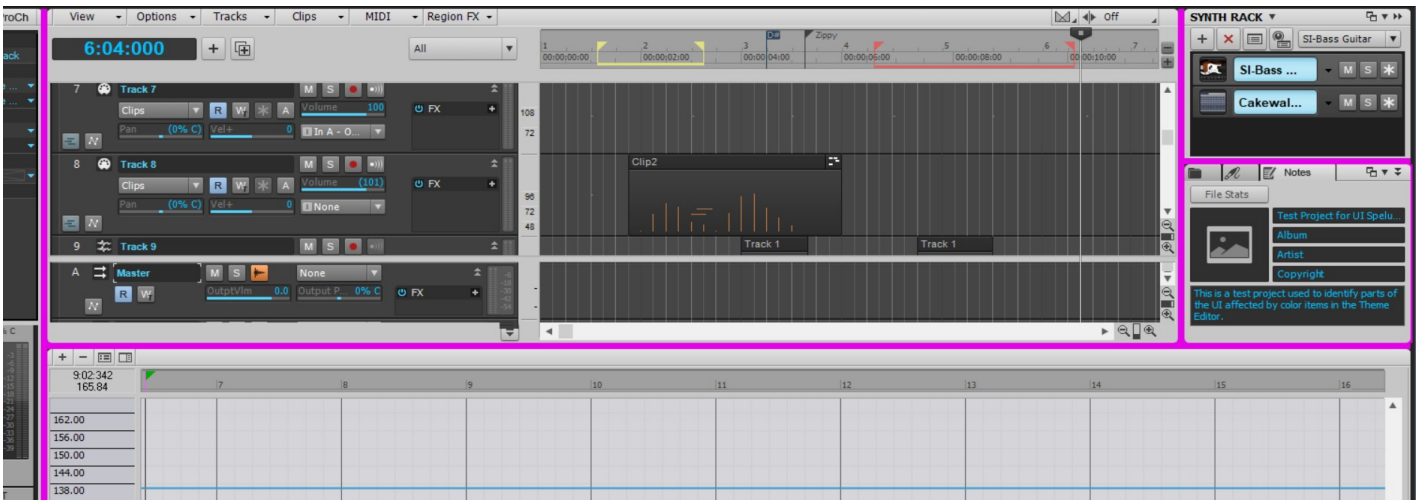
1. Skylight UI

`Global / Sizing Bar Background`

This element affects the resizing bars between the multidock, and other side-docked windows:

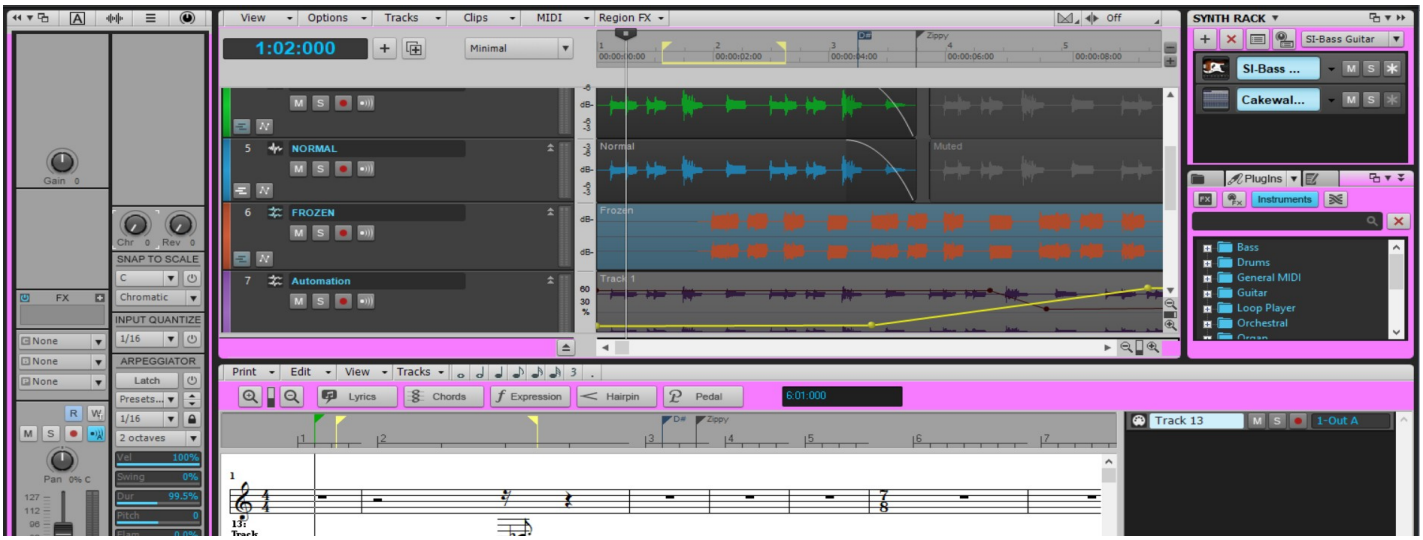


Also used in:

[Multi-dock tab separators]

`Global / View Border`

Borders of the main view windows use this element:

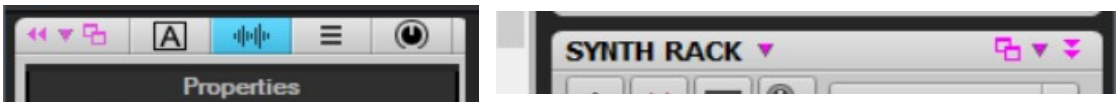


Also used in:

1.1. [Multi-dock tab 3D shading]
4. [Browser window background]
6. [Inspector window frame sides]
12. [Staff view toolbar background]
13. [Synth Rack view window background]

Global / Dock
Global / Undock
Global / Drop
Global / Dockbar Right
Global / Dockbar Left
Global / Dockbar Up
Global / Dockbar Down

These seven items are used in several places throughout the Skylight UI for showing and hiding panels:



Global / Menus / View Menu Text

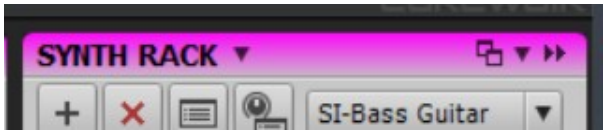
This controls docked window titles:

Also used in:

1.2 multiple views' top menu text
3. Track view Ripple Edit menu text
4. Browser drop-down menu text
7. ProChannel header text, and value text
13. Synth Rack view drop-down menu text
15. Loop Contruction view toollbar label text
16. Event List view column header title text
20. Markers view column title text

Global / Menus / MenuBar Gradient Start

Docked window title bar 3D gradient:

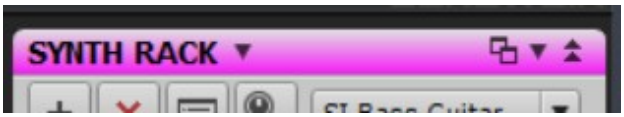


Also used in:

1.1. Multi-dock tab 3D shading
1.2. multiple views top menu 3D shading

Global / Menus / MenuBar Gradient End

Docked window title bar 3D gradient:



Also used in:

1.1. Multi-dock tab 3D shading
1.2. multiple view top menu 3D shading

Console view / Control Text and Values

This element is used for the text of collapsed docked windows:

Global / Scroll bars / Scroll Bar Background

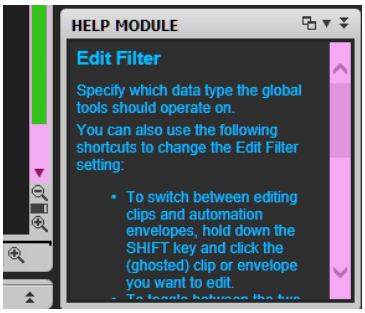
Global / Scroll bars / Scroll Bar Thumb

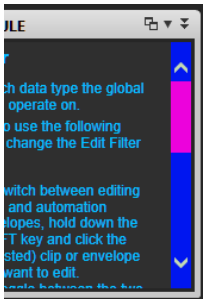
Shown here using Pink and Green:

Note that the arrows in the left/right buttons are painted a darker shade of the "Scroll Bar Background" color. If you choose a dark color for the background, the button arrows may be hard to see.

@sjoens on the Cakewalk forum noticed that the Help Module scroll bars do not follow this scheme exactly. The scroll background seems to be respected, but the "thumb" and "arrow" can be colored unexpectedly. Here, with a pale pink background, the other elements seem to use a darker shade of the background color.

But other colors can have startlingly different results, as shown on the right.





Global / Scroll bars / Zoom In

Global / Scroll bars / Zoom Out

Global / Zoom Fader

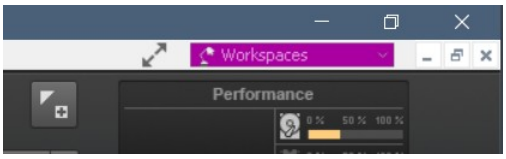
Global / Zoom Horizontal Background

Global / Zoom Vertical Background

Clicking on the Zoom Fader icon brings up... the Zoom Fader, using either the Horizontal or Vertical Background image:

Global / Lenses dropdown menu

The "Lenses" feature is now called "Workspaces":



Global / Full Screen toggle

Image strip of five 20x20 icons.

States:

1. Initial default state (not Full-screen)
2. unused?
3. Mouse over/hover ?
4. In Full Screen (press to restore)
5. unused?

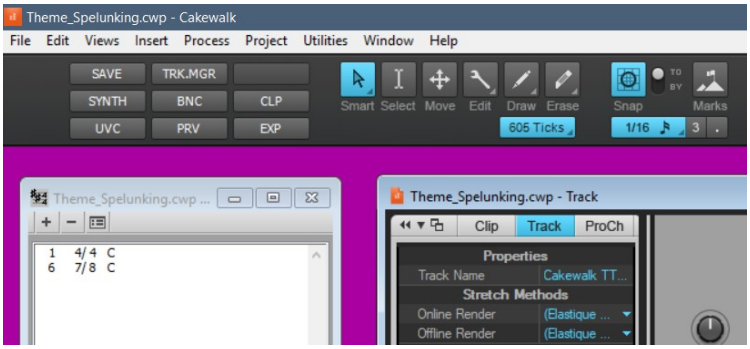
Curious Fact: There appears to be some visual glitches in how these images are applied, that aren't normally visible when using the default image strip. Using the numbered version shown here, as soon as I move the mouse over the toggle, the image changes:

When the window next re-draws (like, switching applications) the toggle icon returns to State (1). When maximized, State (4) is used, but there is no mouse-over effect.

In practice, this is not important at all. I just found it interesting.

Global / Wallpaper

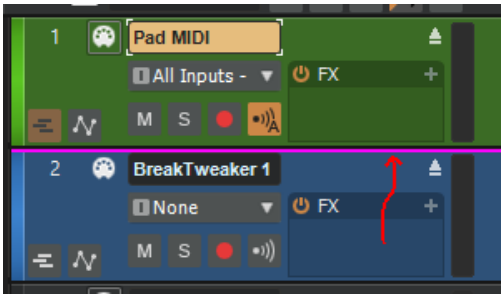
This theme element is used as the wallpaper for the parent window. Normally only seen when the application first opens, or if the child windows are not maximized:



Global / Alternative Color #1 — Not yet identified

Global / Drop Indicator

@StarshipKrupa located this one - it's the line that appears between tracks when dragging and dropping them:



Global / Enable/Disable Toggles — Not yet identified

Global / Frame Rounded Corner Bottom Left — No longer used

Global / Frame Rounded Corner Bottom Right No longer used

According to @sjoens, these two are no longer used. They were the lower corners of TV's frame in X1 when more graphics were used.

1.1. Multi-Dock Tabs

Global / Menus / View Menu Text

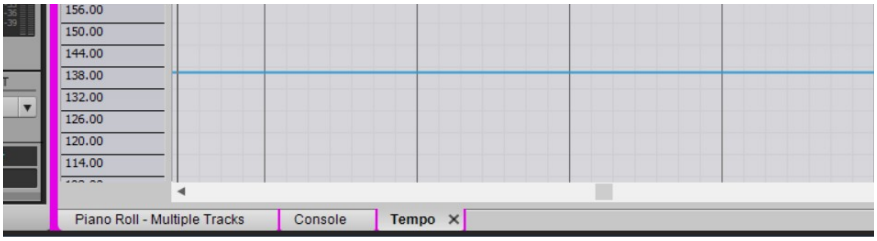
Tab label text:

Also used in:

(other places - see complete list)

Global / Sizing Bar Background

This element is used to divides the mult-dock tabs. In practice, anything other than a dark color doesn't seem to work so well visually:



Also used in:

Skylight window resizing bar

Global / Menus / MenuBar Gradient Start

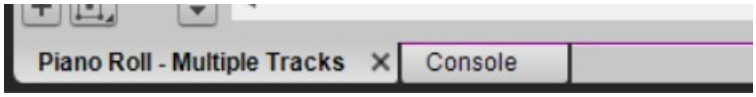
Multi-dock tabs:

Also used in:

(other places - see complete list)

Global / Menus / MenuBar Gradient End

Multi-dock tabs top broder/separator:



Also used in:

(other places - see complete list)

Global / View Border

See the shading of unselected and selected tabs in the multi-dock:

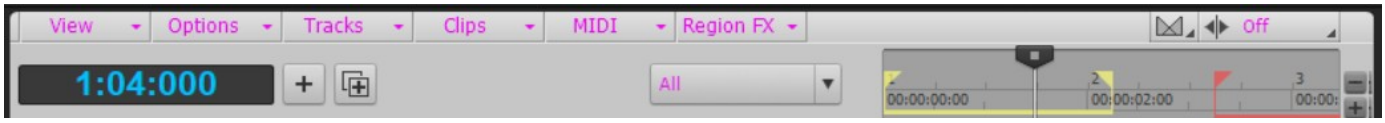
Also used in:

(see complete list)

1.2. Menus

`Global / Menus / View Menu Text`

Multiple views' top menu text (e.g. Track view, Piano Roll view, Staff view):



Also used in:

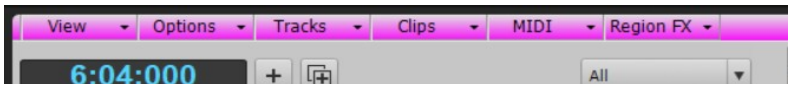
(see complete list)

`Global / Menus / MenuBar Gradient Start`

Also used in:

(other places - see complete list)

`Global / Menus / MenuBar Gradient End`



Also used in:

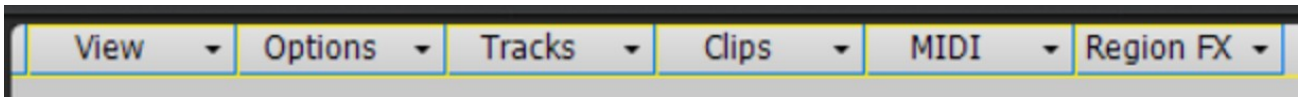
(other places - see complete list)

`Global / Menus / MenuBar Border Light`

`Global / Menus / MenuBar Border Dark`

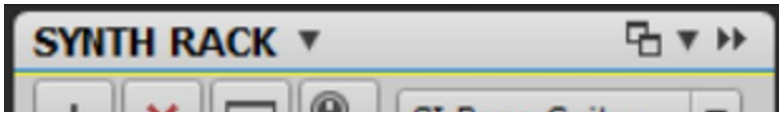
Shown here using Yellow and Blue. You can see how these two color elements are used to decorate the menus, in various places in the UI:

Track View:



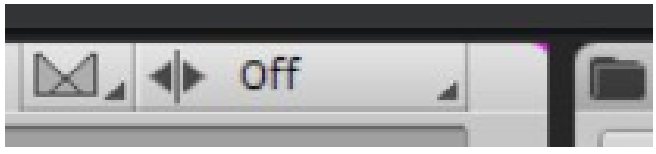
Tempo View:

Synth Rack:



`Track view / Track View Menu Bar Background`

Very hard to see, but located by Matthew White:



1.3. Dialog Boxes

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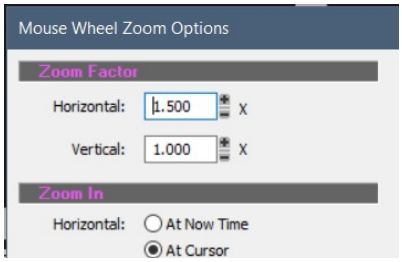
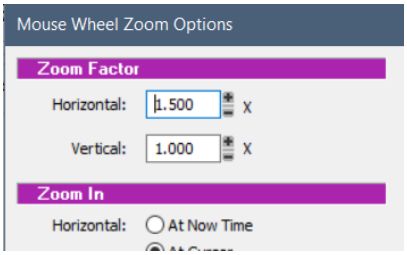
Global / Dialog Box Banner Text
Global / Dialog Box Banner Background
```

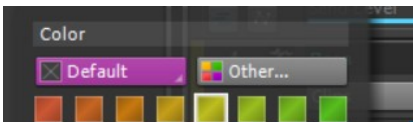


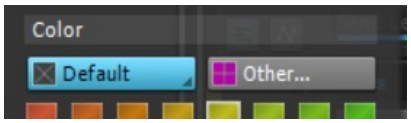


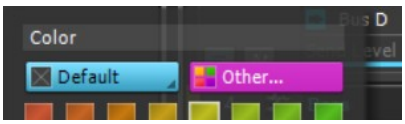
1.4. Miscellaneous

Global / Track Color Picker / Background

Global / Track Color Picker / Color drop-down
Global / Track Color Picker / Other Color Empty
Global / Track Color Picker / Other Color Button



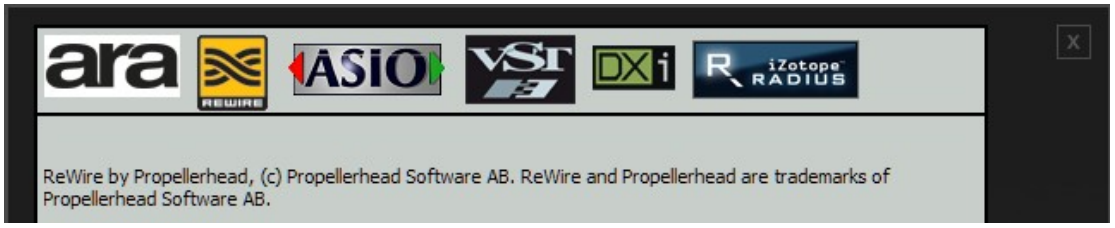




Global / About Box / Background

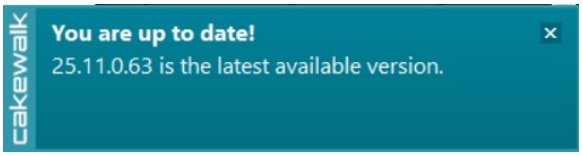
Global / About Box / ARA logo
Global / About Box / ReWire logo
Global / About Box / ASIO logo
Global / About Box / VST logo
Global / About Box / DXi logo
Global / About Box / Izotope Radius logo

These are visible if you click on the "Legal" button in the About Box:



Global / About Box / SoundCloud logo Probably Obsolete

Global / Toast notifications / Cakewalk logo
Global / Toast notifications / Close button
Global / Toast notifications / Warning icon
Global / Toast notifications / Error icon



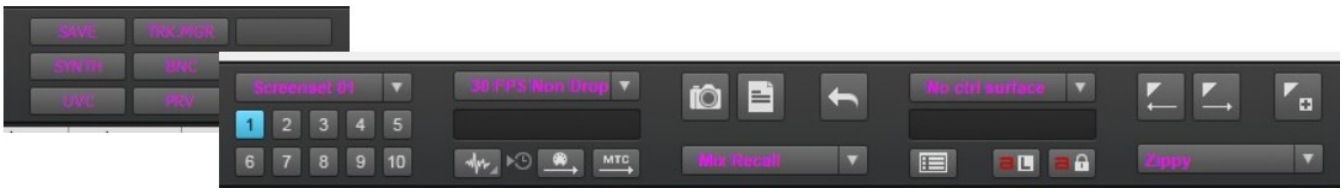
(ColorPref) **Lasso Select**

This is the shading color used when right-click-drag selecting. It works in Track View Clip Pane; Staff View, and Piano Roll View.

2. Control Bar

`Global / Alternative Text #2`

Used in the Custom; Screenset; Sync; Mix Recall; ACT; and Marker modules, as button or menu text:



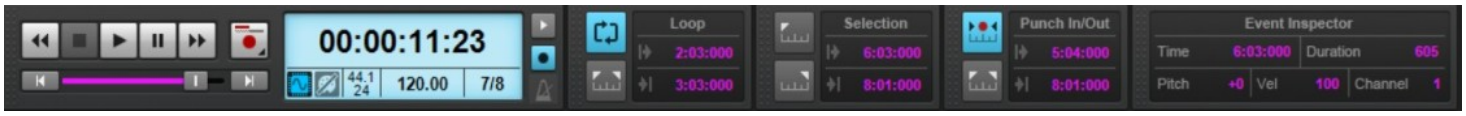
Also used in:

3.4. Track view Track Strip drop-down menu text

2.2 Tools Module Note Size menu text

`Track View / Unfocused Track Text`

Control Bar Modules: value text (Transport, Loop, Selection, Punch, Inspector):



Note that this color is used in many places, some of which (e.g. Slider Control Value text; PRV Track Number text) must be visible on a dark/black background. Therefore we are practically constrained to use a light color for this element.

Also used in:

2.4. Transport Module timeline slider

3.1. Track view Track Pane Header Now Time display text

3.2. Add Track Flyout

3.4. Track view Track Strips Track Control Value text

3.11. Track View Folder Header summary control labels and values

4.1. Media Browser filename list text

4.3. Notes Browser text

5.2. Console view Track Number/Hardware Output name text

7. ProChannel preset name text

9.1. Piano Roll view un-selected track text

10. Step Sequencer value text

12. Staff view un-selected track text

14. AudioSnap drop-down menu value text

15. Loop Construction view toolbar slider and value text

28. Help Module text

`Control Bar / Background Fill` `Not yet identified`

`Control Bar / Cakewalk logo`

Appears on the the right side of the bar.

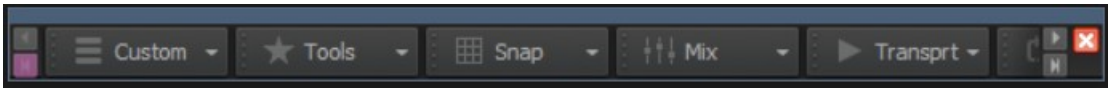
Control Bar / Go to First Module
Control Bar / Go to Previous Module
Control Bar / Go to Next Module

Control Bar / Go to Last Module

Applies to when the main window is narrower than the visible set of modules:

Control Bar / Go to First Module (collapsed)
Control Bar / Go to Previous Module (collapsed)
Control Bar / Go to Next Module (collapsed)
Control Bar / Go to Last Module (collapsed)

Same as above, only for "collapsed" control bar:



Control Bar / Scroll Fade

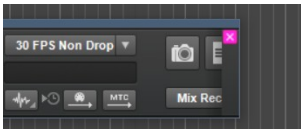
Transparent "fade out" appears when the Go to buttons are visible:

Control Bar / Background (collapsed)

Appears to be overlaid with the module's "collapsed background". Some kind of alpha-channel (transparency) is applied. In this case, a solid pink rectangle appears as:

Control Bar / Close

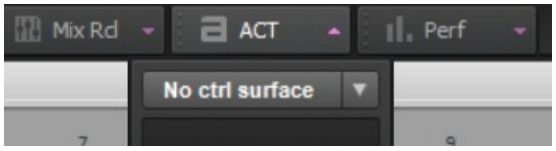
Only visible when the control bar is floating:



Control Bar / Scroll Go To Not yet identified

Control Bar / Collapsed Background Pop-up

Little up/down arrows, only used when the control bar is "collapsed":



Control Bar / Left Border Grip

Not visible when control bar modules are"locked".

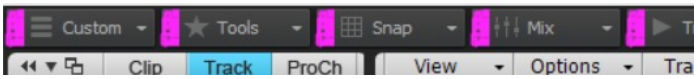
Control Bar / Left Border No Grip

Only applies when "Lock Module Order" is selected (not visible when justified or centered):

Control Bar / Collapsed Vertical Background

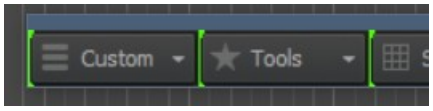
Control Bar / Collapsed Vertical Background Left Grip

Visible when the Control Bar is collapsed and not locked.



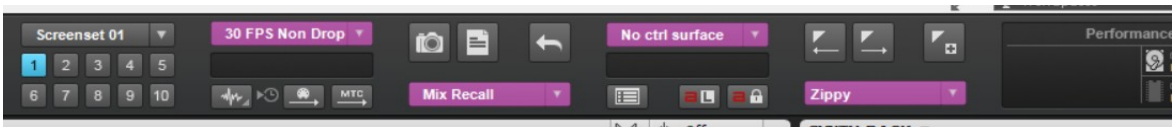
Control Bar / Collapsed Vertical Background Left

Only visible when Control bar is collapsed and locked:



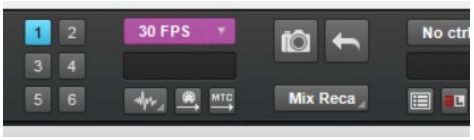
Control Bar / Menu (wide)

Looks as though this is used in Sync, Mix Recall, ACT, and Marker modules:



Control Bar / Menu (medium)

Used by the Sync module when sized to "Small":

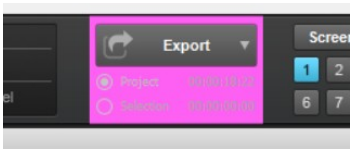


Control Bar / Menu (narrow)

Used in Mix Recall and ACT when modules are resized to "Small":

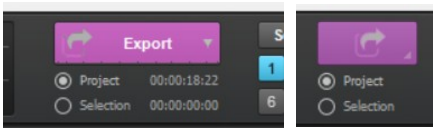
2.1. Export module

Control Bar / Modules / Export / Background (large)
Control Bar / Modules / Export / Background (small)



Control Bar / Modules / Export / Background (collapsed)

Control Bar / Modules / Export / Menu Button (large)
Control Bar / Modules / Export / Menu Button (small)

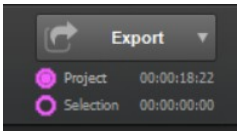


According to the PURPLETRATOR test, "Export" will always be written in White. So we are constrained somewhat in our design choices. Also, even though there are 5 slides in the element, only the first one is used. The button does not change when clicked, only the menu appears.

Control Bar / Radio Button

This theme element contains 8 "impressions", and their use according to @StarshipKrupa are:

1. Normal unselected
2. Pressed when unselected
3. Mouse-over when unselected
4. Selected
5. Pressed when selected
6. Mouse-over when selected
7. disabled / no project loaded
8. ? unknown



According to the PURPLETRATOR test, the "Project"/"Selection" text and duration value text colors are static and can't be changed.

2.2. Tools module

Control Bar / Modules / Tools / Smart Tool

There are five images in the button strip graphic, 34 x 34 pixels (x 5):

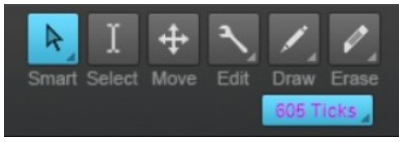
1. not selected but available
2. mouse down / clicked
3. mouse over / hover
4. selected (enabled)
5. not available / no project open

State [2] only appears very briefly (if at all) when left-mouse-clicked, before being replaced by State [1]

```
Control Bar / Modules / Tools / Smart Tool (customized)
Control Bar / Modules / Tools / Select tool
Control Bar / Modules / Tools / Move Tool
Control Bar / Modules / Tools / Edit Tool
Control Bar / Modules / Tools / Timing Tool
Control Bar / Modules / Tools / Comp Tool.png
Control Bar / Modules / Tools / Split Tool
Control Bar / Modules / Tools / Draw Tool
Control Bar / Modules / Tools / Pattern Tool
Control Bar / Modules / Tools / Line Tool
Control Bar / Modules / Tools / Sine Tool
Control Bar / Modules / Tools / Triangle Tool
Control Bar / Modules / Tools / Square Tool
Control Bar / Modules / Tools / Saw Tool
Control Bar / Modules / Tools / Random Tool
Control Bar / Modules / Tools / Erase Tool
Control Bar / Modules / Tools / Mute Tool
```

Track view / Focused Track Text

An unexpected use of Focused Track Text is the text on the draw note size menu in the Tools module, when Smart or Draw tools are active:



Also used in:

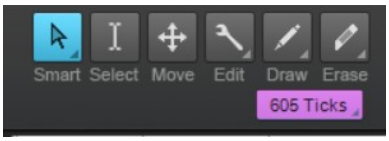
(other places - . see complete list)

Global / Alternative Text #2

This theme element is used for text in the note size menu when Smart or Draw tools are NOT active.

See also: Control Bar menu text

Control Bar / Menu Button



This element has five impressions in the button stack. Which ones are actually used? Because the text is rendered using Focused Track Text, this may be a constraint. I've only ever seen Impression 4 (active) used here. (Impression 1 is used in the Tools HUD, see below.)

1. Tools HUD (see below); when Smart or Draw tools are not active
2. n/a
3. n/a
4. When Smart or Draw tools are active
5. No project loaded (disabled)

2.2.1 Tools HUD

Control Bar / Modules / Tools / Tools Module HUD background

Click the middle mouse button (or scroll wheel) to display the Head Up Display (HUD) for the Tools module:

- The Edit Filter ("clips") element is *Track view / Track Pane / Menu Button*
- The resolution menu in the HUD is using *Control Bar / Menu Button*, impression 1
- If you click on the resolution button, it will momentarily change to impression 2 as it fades from sight.
- The text is italic. Why? Because.

Control Bar / Menu Button

@StarshipKrupa has this to say about how this element is used in the Tools HUD:

- Cell 1 is used when the Smart Tool or Draw Tool are not selected.
  This cell should be a color that will contrast well with the "default" white text color.
- Cell 2 is used on the HUD in that odd case where after you click on the duration menu, it flashes briefly as the HUD closes. It also acts as a "pressed" state button in the case where you have neither the Smart nor Draw Tool selected, but press on it. A brief flash again.
- Cell 3 is not used.
- Cell 4 is used when the Smart or Draw Tools are selected (which is appropriate, because note duration is meaningless for tools that don't draw notes). It should be given a color that contrasts well with Focused Track Text. For whatever reason, the HUD uses Cell 1 for the Smart Tool.
- Cell 5 has the usual Control Bar cell 5 duty of getting displayed when no project is loaded.

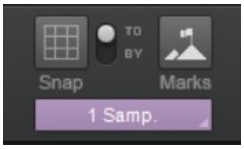
These observations seem mostly consistent with how the button works in the Control Bar Tools Module (see above).

To Be Determined: What theme color is used for the text in the resolution button? It isn't *Track view / Focused Track Text*.

2.3. Snap module

Control Bar / Modules / Snap / Menu

This element is displayed only when the Musical Time Snap is "measures", "samples", "ticks", etc.



In all other cases, the individual note length menu images are displayed:

```
Control Bar / Modules / Snap / Triplets button
Control Bar / Modules / Snap / Dotted Note button
Control Bar / Modules / Snap / Whole Note
Control Bar / Modules / Snap / 1/2 Note
Control Bar / Modules / Snap / 1/4 Note
```

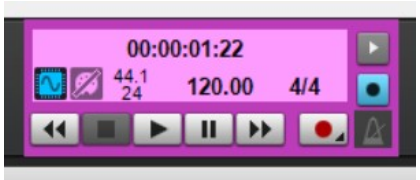
etc...

2.4. Transport module

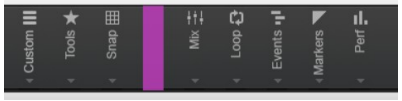
Control Bar / Modules / Transport / Text

Control Bar / Modules / Transport / Background

Control Bar / Modules / Transport / Background (small)



Control Bar / Modules / Transport / Background (collapsed)



Two shades of pink are used to show the areas of the background images. If you like the lines, you should retain them in your image.

Transport Buttons

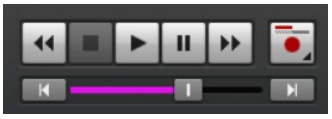
The strip represents five states:

1. Enabled / Ready
2. Mouse down on Enabled
3. Hover when Enabled
4. Playback Active
5. Disabled / Not available / No Project Open

`Control Bar / Modules / Transport / Rewind`
`Control Bar / Modules / Transport / Stop`
`Control Bar / Modules / Transport / Play`
`Control Bar / Modules / Transport / Arranger preview`
`Control Bar / Modules / Transport / Pause`
`Control Bar / Modules / Transport / Forward`
`Control Bar / Modules / Transport / Record`
`Control Bar / Modules / Transport / Record Overwrite`
`Control Bar / Modules / Transport / Record Sound on Sound`
`Control Bar / Modules / Transport / Step Record`

`Track view / Unfocused Track Text`

Slider background, from the beginning of the project up to the Now time:



Also used in:

(other places - see complete list)

`Control Bar / Modules / Transport / RTZ`
`Control Bar / Modules / Transport / Go to End`

5 states:

1. Normall
2. Clicked/Pressed
3. Mouse-Over
4. *Not used*
5. Unavailable/No Project Open

`Control Bar / Modules / Transport / Now Slider`

This is just a single image, and does not change state when clicked or moved by the mouse.

`Control Bar / Modules / Transport / Metronome During Playback`
`Control Bar / Modules / Transport / Metronome During Record`
`Control Bar / Modules / Transport / Metronome Settings`

States:

1. Normal
2. mouse down / clicked
3. mouse over / hover
4. (unknown)
5. no project open / unavailable

Control Bar / Modules / Transport / Viewport Background

Only appears during project load, mixdown, and similar temporary processes:

See Case Study: Viewport Background for more on this.

Control Bar / Modules / Transport / Progress Bar Cancel

See [x] in the image above

2.5. Custom module

Control Bar / Modules / Custom / Custom Button

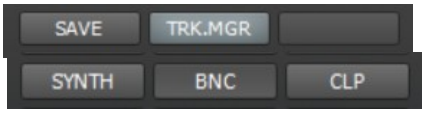
This is worth some detail:

In **Mercury**, the button image is:

Let's see how that is reflected in the rendered UI:

From left to right we have: Normal; Mouse-over; and Un-assigned:

From left to right we have: Normal; Mouse Down/Clicked; and Normal:



So I'm going to conclude that the function of each sub-image is, from left to right:

- Normal
- Clicked/Mouse-down
- Mouse-over / Hover
- not used? not identified
- Blank / No function assigned

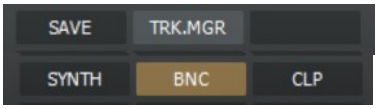
Let's compare:

In **Tungsten**, the button image is:

Interesting, we have some transparency/alpha-channel in play. Let's see how that is reflected in the rendered UI:

From left to right we have: Normal; Mouse-over; and Un-assigned:

From left to right we have: Normal; Mouse-down/Clicked; and Normal:



See also: B: Case Study: 1. Control Bars

2.6. Mix module

These functions can be divided into two categories:

- Operations that make changes to your projects
- Operations that enable/disable a feature

For example, the **Mute**, **Solo**, **Record**, **Input Echo**, and Write Automation buttons will all change how tracks in your projects are configured.

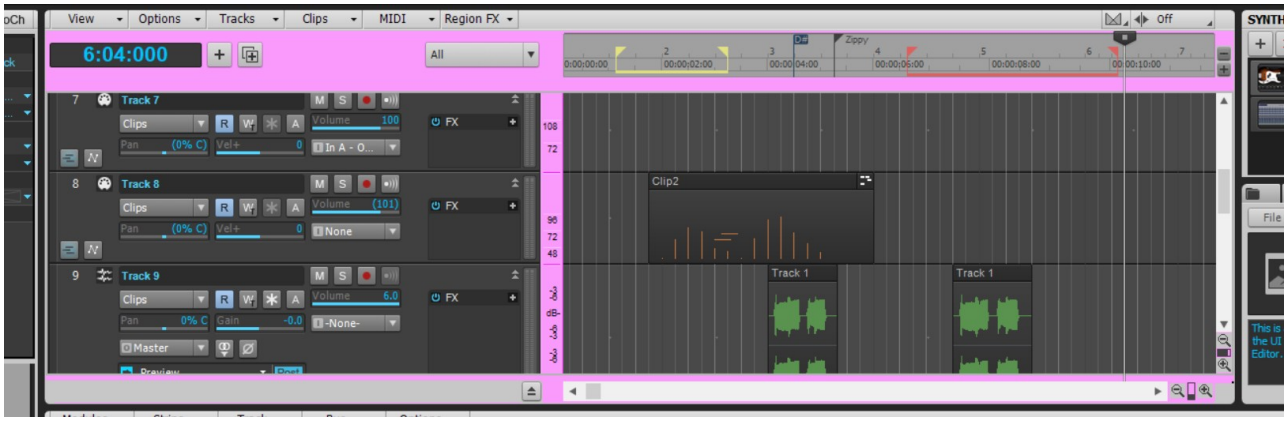
On the other hand, **Read Automation**, **FX Bypass**, etc, only toggle the current state. They are reversable operations.

That's something to think about when deciding on how to theme these buttons.

3. Track View

Global / Toolbar Background

The Track view window background color is set by this element, which also impacts numerous other places in the Cakewalk application.

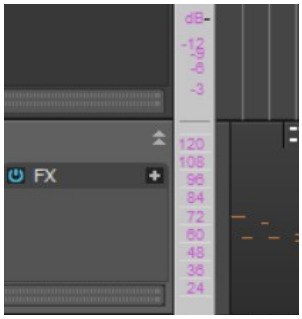


Also used in:

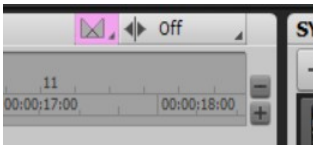
9. Piano Roll view window background
15. Loop Construction view toolbar background
17. Lyrics view window background
21. Tempo view window background
30. Plug-in Property window background

Global / Toolbar Static Text

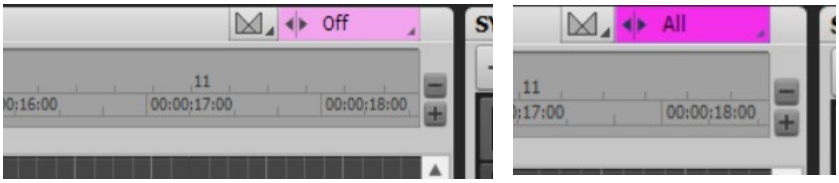
Vertical scale rule text for each track:



Track view / Auto Crossfade Button

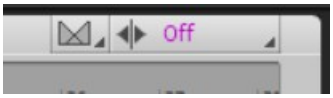


Track view / Ripple Edit Button



Global / Menus / View Menu Text

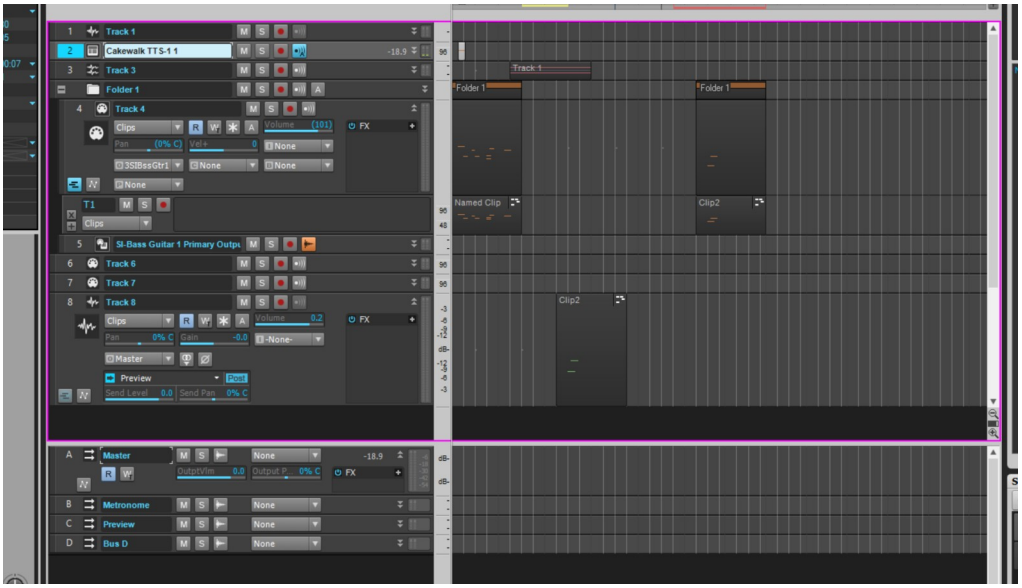
Ripple Edit Menu button text color:



Also used in:

(other places - see complete list)

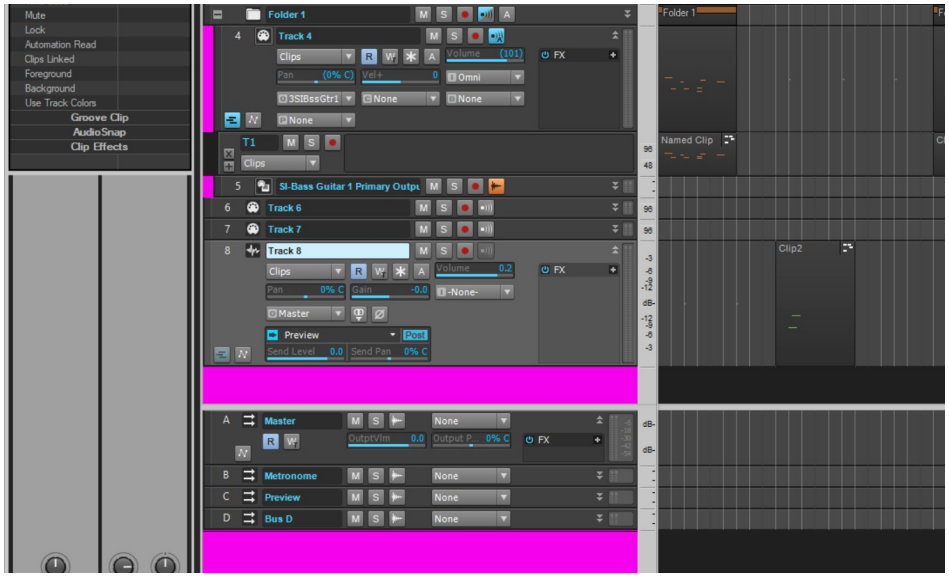
Track view / Active Outline



It's a thin box that outlines either the Track or Bus pane, depending on whether a Track or Bus is selected:

It's a pretty subtle visual aid.

Track view / Strip Under



3.1. Track View Header

`Track view / Unfocused Track Text`

The Track view Now Time display text:

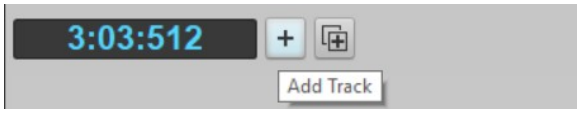
Also used in:

(other places - see complete list)

`Track view / Add Track flyout / Add Track Button`

Each image in the strip represents:

1. Normal
2. Mouse down (pressed)
3. Mouse over (highlight)
4. (not used)
5. Unavailable (e.g. no track to duplicate)



Note that in the default themes, (4) is colored as though it was the "active" state, but is not shown in normal use.

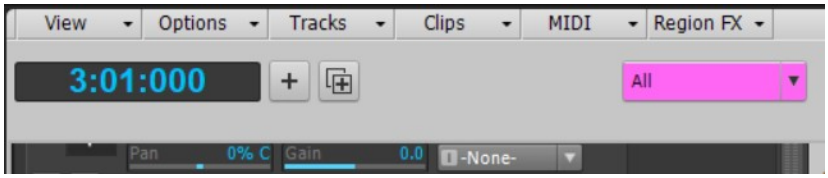
`Track view / Track Pane / Duplicate Track Button`

Each image in the strip represents:

1. Normal
2. Mouse down (pressed)
3. Mouse over (highlight)
4. (not used)
5. Unavailable (e.g. no track to duplicate)

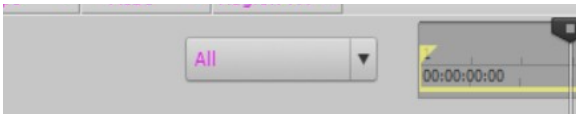
Note that, in the default themes, (4) is colored as the "active" state, but is not shown in the UI in normal use.

`Track view / Track Pane / Edit Filter`



`Global / Menus / View Menu Text`

Edit Filter menu text:



Also used in:

(other places - see complete list)

3.2. Add Track Flyout

Track View / Add Track flyout / Check Box

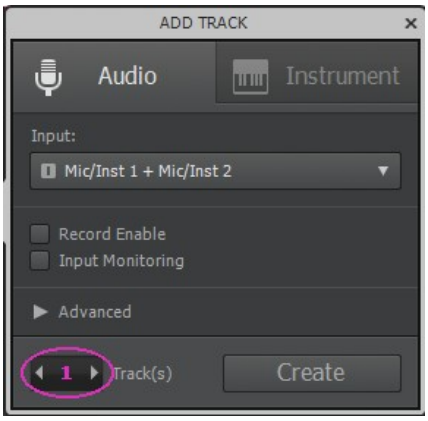
From left to right, the images are used as:

1. unchecked / unselected
2. mouse press, when unchecked
3. mouse over, when unchecked
4. checked / selected
5. mouse press, when checked
6. mouse over, when checked
7. disabled, checked?
8. ? (transparent)

Track view / Add Track flyout / Background
Track view / Background Bottom Panel
Track view / Advanced (Arrows)
Track view / Audio Tab
Track view / Instrument Tab
Track view / Create button
Track view / Number of Tracks Background
Track view / Less Tracks
Track view / More Tracks
Track view / Drop-down Menu
Track view / Drop-down Menu (narrow)
Track view / Drop-down Menu (narrow 2)

Track View / Unfocused Track Text

In the Add Track Flyout dialog, the digit that indicates how many tracks you're adding:



credit: @StarshipKrupa

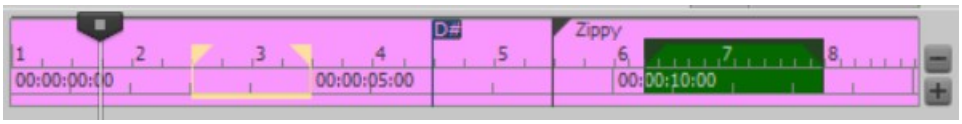
Also used in:
(see complete list)

ProChannel / Modules / QuadCurve EQ fly-out / Close Zoom Window

This "x" icon is used for the close box on the Add Track flyout dialog (see image above).

3.3. Track View Ruler

Time Ruler / Time Ruler Background



Also used in:

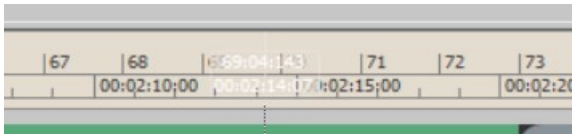
15. Loop Construction view window background
16. Event List view column header background
20. Markers view window background
22. Meter/Key view window background
23. Sysx view window background

In addition to the dependency that other parts of the UI have on this theme element, there are other considerations:

A selected region will invert the color of the ruler. For example, with the ruler background set to White, the selected zone will be Black, which may render the Selection Marker invisible if it also happens to be Black or near-Black:

Also, the numbers and tick marks under the selected area may become difficult to read. It's a balancing act.

Another thing to consider is that the Aim Assist info text really doesn't like super-light backgrounds:



Time Ruler / Track View Time Ruler Digits

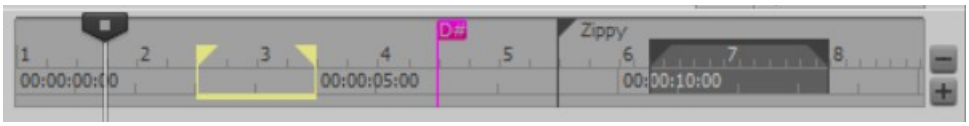
Also used in:

12. Staff view ruler bar/beat indicator text and grid
15. Loop Construction view ruler tick marks
16. Event List view column header outline

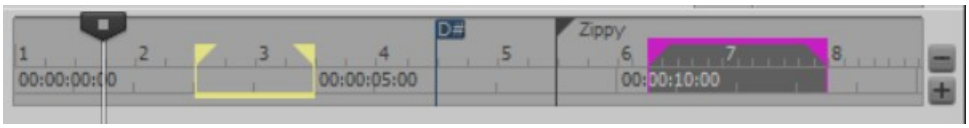
Time Ruler / Time Ruler Tick Marks

Time Ruler / Markers / Markers

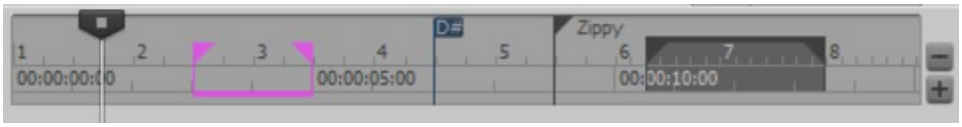
Time Ruler / Markers / Pitch Markers



Time Ruler / Markers / Selection Markers

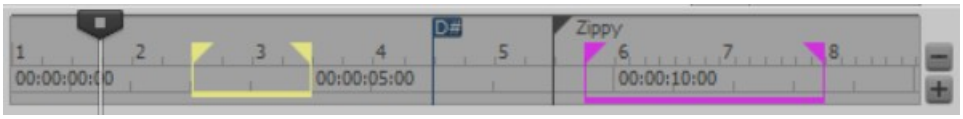


Time Ruler / Markers / Loop Markers

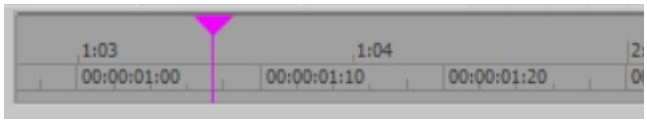


Both Selection and Loop markers may be rendered in a less-saturated version of the color you choose for the theme.

Time Ruler / Markers / Punch Record Markers



Time Ruler / Markers / Now Time Marker



Time Ruler / Add Ruler

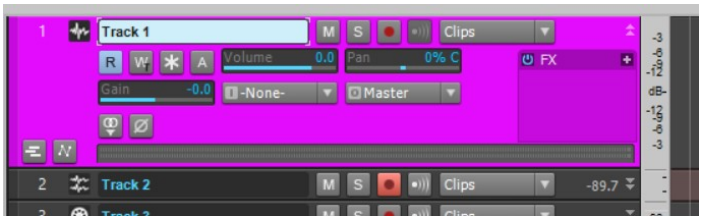
Time Ruler / Remove Ruler

The Cakewalk UI does not respect transparency. Any transparent regions will be filled with black, regardless of the underlying window/toolbar color. Therefore, we need to either fill the 16x16 image completely, or fill the background ourselves with the appropriate color.

3.4. Track View Track Strips

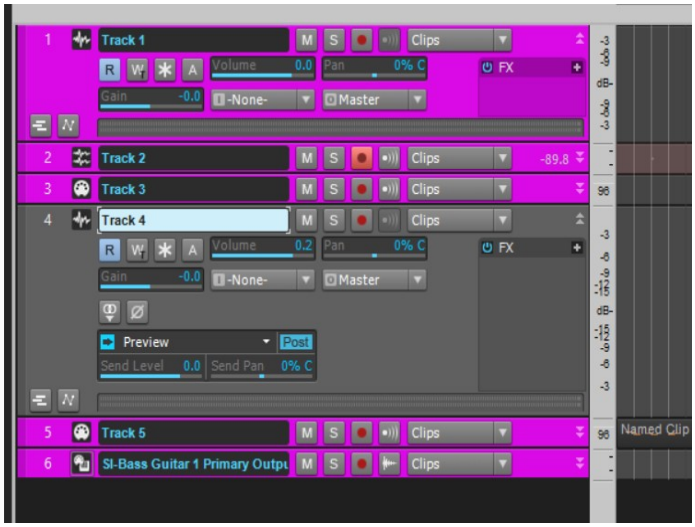
This is where each Track Strip contains controls for the configuration of the track:

Track view / Focused Strip Background

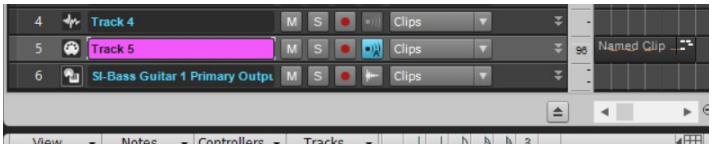


Track view / Unfocused Strip Background

This color element is used for Folders as well as un-selected tracks:



Track view / Focused Track Background



Also used in:

9.1 Piano Roll view Track Pane focused track background

9.1. Piano Roll View focused controller lane name

13. Synth Rack view focused synth name background

Track view / Unfocused Track Background

Normal, un-selected tracks - and folders - use this color for the Name background.

Track view / Focused Track Text

Also used in:

2.2. Control Bar Tools module Draw Note Button text

5.10. Console view selected track name text

13. Synth Rack view focused synth name text

Track view / Bus Name Text
Track view / MIDI Track Name Text
Track view / Audio Track Name Text

Also used in:
13. Synth Rack view un-focused synth name text

Track view / Instrument Track Name Text
Track view / Folder Name Text

I am using Red (Bus), Yellow (MIDI), Blue (Instrument), Green (Audio), Pink (Folder) to illustrate each track type.

Note that the Focused track uses the Focused Track Text color for all track types.

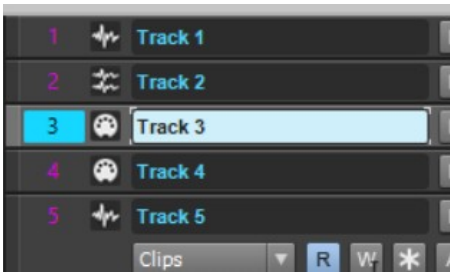
Only Un-Focused tracks use these color settings.

Icons / Track header icons

See separate Icons section.

Track view / Header Track Number

Un-selected Track, Number text:

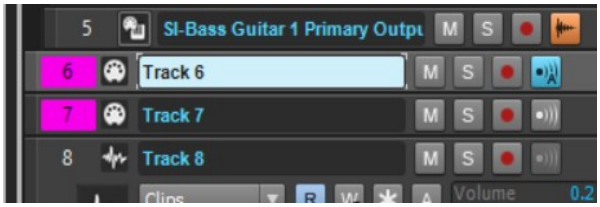


Track view / Track View Header Selected Track Number

Selected Track, Number text:

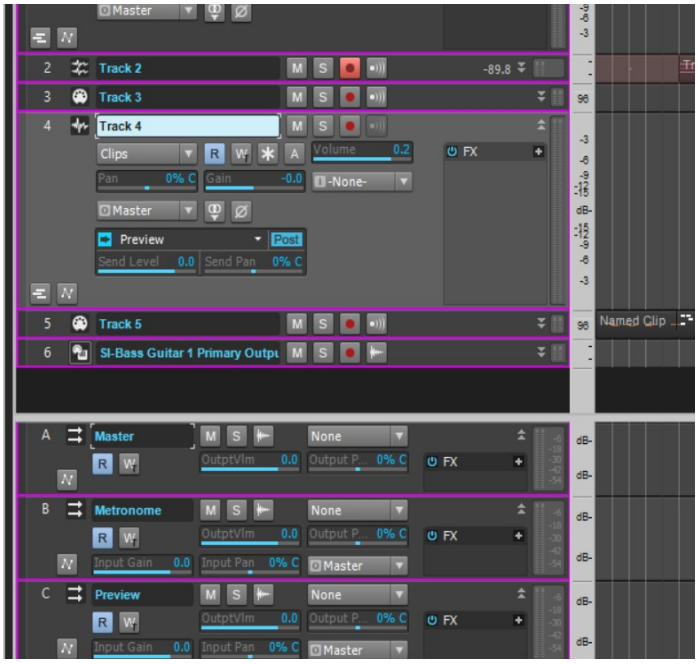
Track view / Track Pane / Selected Track

Selected Track, Number background:



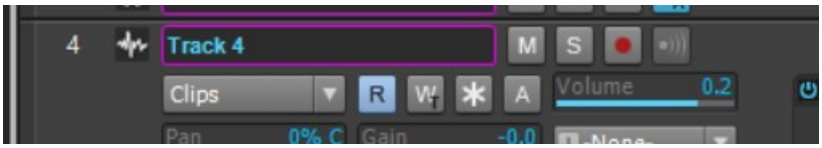
Track view / Pane Background

Used in both Track Pane and Bus Pane:

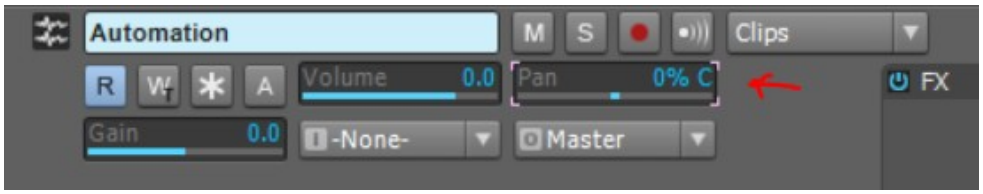


Track view / Control Outline

“Control Outline” is apparently just used for the Track Name:

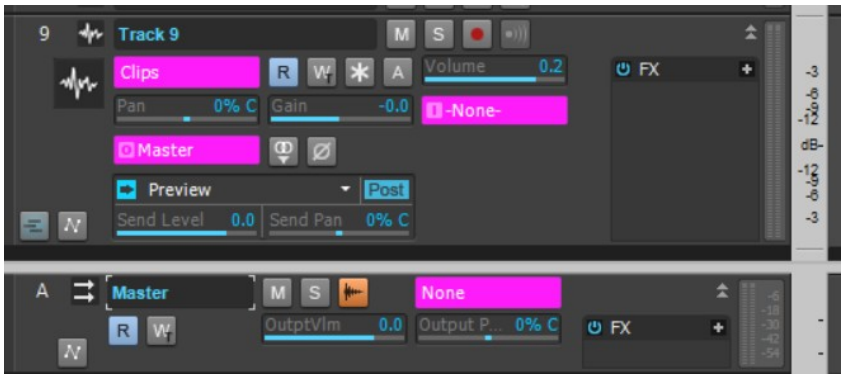


Track view / Current Control Outline



Track view / Track Pane / Menu Button

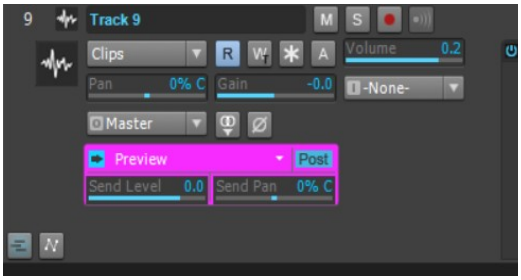
Track filter, input and output menu buttons:



@sjoens notes there is an anomaly here, in that "all three use the same button, but the Input/Output buttons are displayed squished by 2 pixels in height".

Track view / Track Pane / Description Field

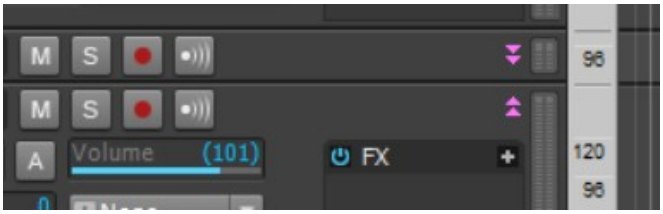
Background of the Send module (not intuitive!):



Also used in:

3.10 Track view Track Folder control background and folder description background

Track view / Track Pane / Minimize/Expand Strip



Track view / Track Pane / Read Automation

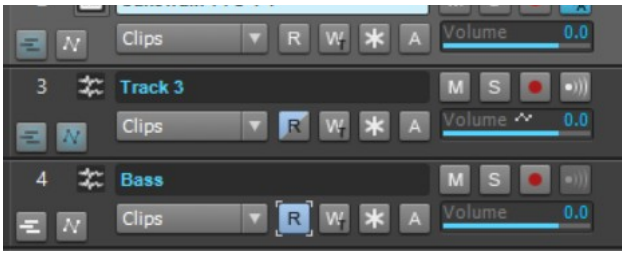
Eight possible states:

1. Enabled, Inactive (Off)
2. Mouse down (pressed) when Inactive
3. Mouse over (highlight) when initially Inactive
4. Enabled, active (On) - this is the defalt state for "Read Automation")
5. Mouse down (pressed) when Active
6. Mouse over (highligh) when initially Active
7. unknown state (unavailable/disabled?)
8. Indicates that there are multiple take lanes with different Read Automation states (tri-state)

Track view / Track Pane / Global Read Automation Disable

Compare with previous item.

Also:



Left: Global Override=Enable (default); Right: Global Override=Bypass

Refer to Read Automation States in the Case Study section at the end of this document.

Track view / Track Pane / Freeze

Track view / Track Pane / Archive

Up until 2021.12, this was a 5-impression button set. With the introduction of Nested Folders, this became expanded to 8 possible states:

Eight possible states:

1. Normal default when Un-archived
2. Mouse down/pressed when Un-archived
3. Hover when Un-archived
4. Normal/default when Archived
5. Mouse down/pressed when Archived
6. Hover when Archived
7. (unknown)
8. Partial (some tracks contained in folder are archived, some are not).

Track view / Track Pane / Mute

Eight possible states:

1. Normal Un-muted
2. Click when Un-muted
3. Hover when Un-muted
4. Normal Muted
5. Click when Muted
6. Hover when Muted
7. Archived Track
8. (unknown)

Track view / Track Pane / Mute Tri-state

Similar to Mute, but used for folders:

8. Some tracks in the folder are Muted, some are not.

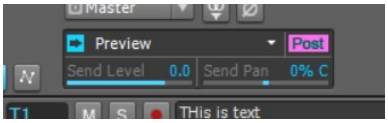
Track view / Track Pane / Solo

Track view / Track Pane / Solo Tri-state

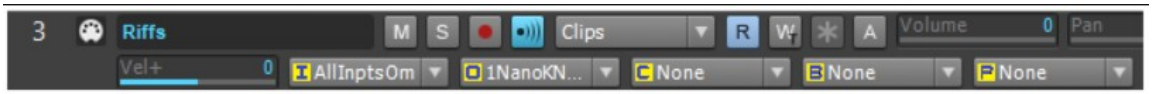
Track view / Track Pane / Arm for Recording

The mysterious 8th impression is shown in MIDI tracks when Input Quantize is on (thanks @sjoens)

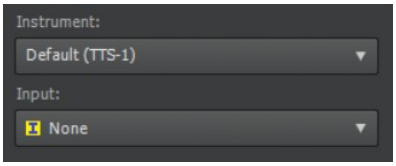
Track view / Track Pane / Send Enable
Track view / Track Pane / Send Pre/Post



Track view / Track Pane / Input Control Icon
Track view / Track Pane / Output Control Icon
Track view / Track Pane / Channel Control Icon
Track view / Track Pane / Bank Control Icon
Track view / Track Pane / Patch Control Icon



Note: These widget icons are also used in the Add Track Flyout dialog for input and output selection.



Note: These are different from the icons used in Console View MIDI Track strips.

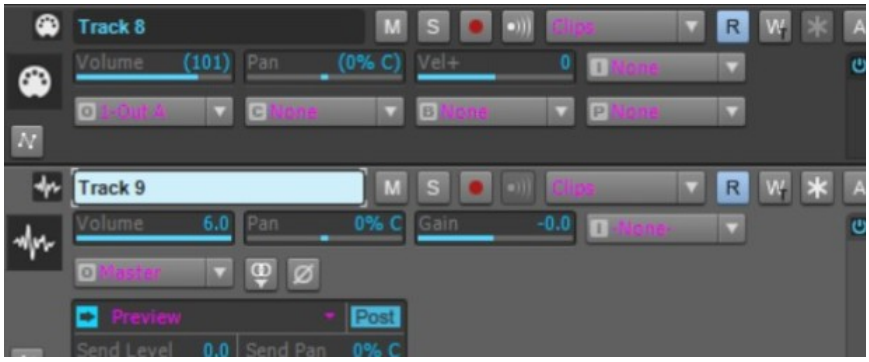
Track view / Track Pane / Show/Hide Take Lanes
Track view / Track Pane / Show/Hide Automation Lanes

Six possible states:

1. No take lanes exist
2. Pressed (when no take lanes exist)
3. Mouse over (when no take lanes exist)
4. Take lanes open and visible
5. Track with no take lanes is ARCHIVED
6. Take lanes exist but not currently expanded

Global / Alternative Text #2

Drop-down menu text:

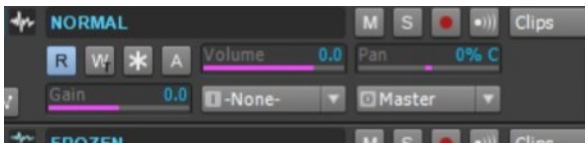


Also used in:

Control Bar modules: button and drop-down menu text

Global / Horizontal Sliders

Horizontal slider foreground color:



Also used in:

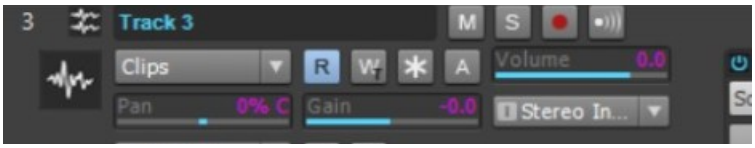
3.9. Track view Video Thumbnails, video name and control value text

6. Inspector property value text and sliders

11. Matrix View drop-down menu text

Track view / Unfocused Track Text

An unexpected dependency on this element is setting the track control Value text:

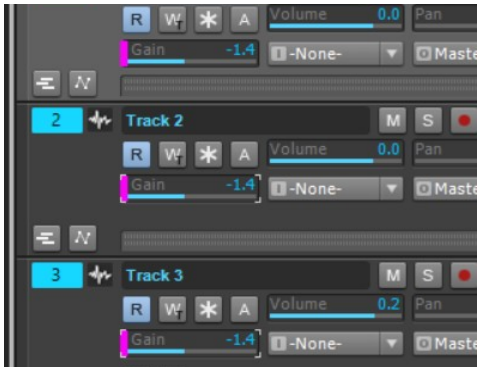


Also used in:

(other places - see complete list)

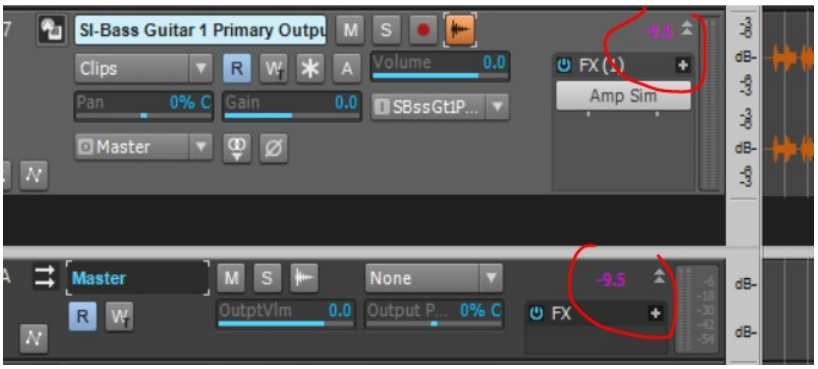
Global / Quick Group

More on Quick Groups. Here is where the color shows up:



Track view / Header Peak Text

This element is used to color the maximum peak level, displayed just to the right and above the FX bin:



Track view / Bus Pane / Waveform Preview

Track view / Bus Pane / Bus Waveform Preview

Instrument and Aux Tracks have the capability of displaying a virtual waveform during playback. By enabling the Waveform Preview button in the header (shown here in Orange, active) you can view a rendered waveform during playback in the Clip Pane:

This feature was first introduced for Busses, which is why the theme elements are located under “Bus Pane”.

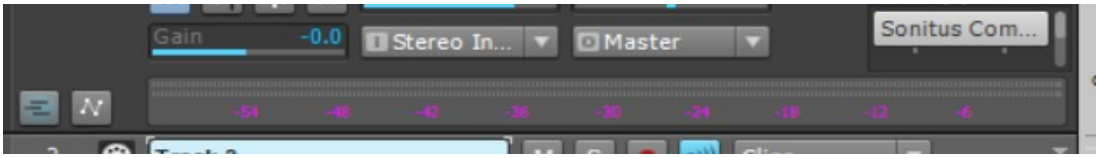
Track view / Folders / Open/Close Folder

TBD

3.5. Track View Meters

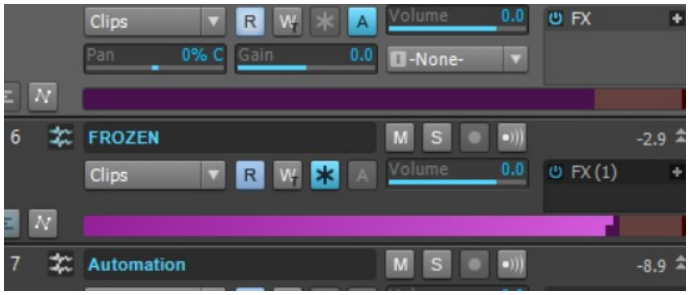
`Meters / Segmented Meters / VU Tick Marks`

The tick marks are only visible when Options > Meter Options > Record/Playback/Bus Meter Options > **Show Labels** is selected.



`Meters / Non-segmented meters / VU Lo level`

The element color is used to form a gradient, with a max level represented by the color chosen for this element:



Also used by:

5.8. Console View Meters

`Meters / Non-segmented meters / VU Hi level`

Using the same color for Hi Level, the result:

Also used by:

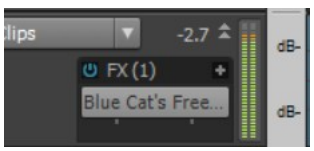
5.8. Console View Meters

`Meters / Track View meters / Vertical Audio Meters`

`Meters / Track View meters / Vertical Audio Meters (narrow)`

`Meters / Track View meters / Vertical Audio Meters (very narrow)`

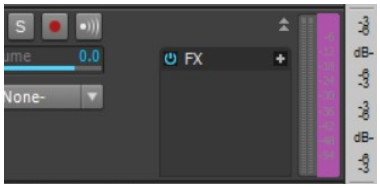
These “segmented meter” items are mostly straight-forward. The images are intelligently resized along with the track strips.



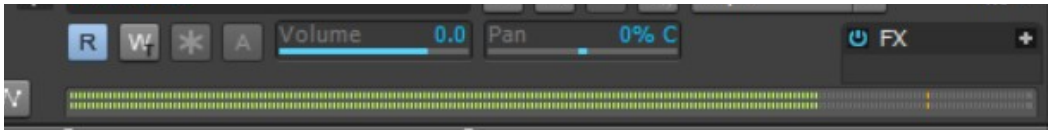
`Meters / Track View meters / Vertical Audio Meter Scale background`

This only shows up in the UI when:

- Track View > Options > Meter Options > Record/Playback/Bus meters are visible
- Preferences > Customization > Audio Meter > **Segmented Meters** is selected;
- Track View > Options > Meter Options > Record/Playback/Bus Meter Options > **Show Labels** is selected.



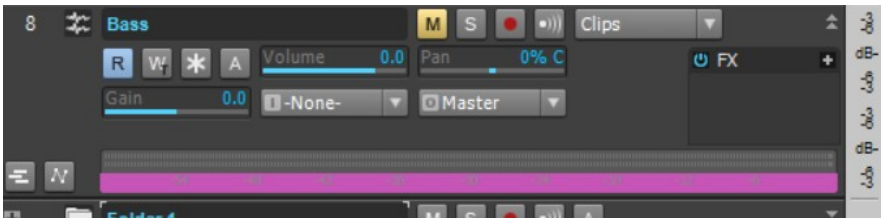
`Meters / Track View meters / Horizontal Audio Meters`
`Meters / Track View meters / Horizontal Audio Meters (narrow)`
`Meters / Track View meters / Horizontal Audio Meters (very narrow)`



`Meters / Track View meters / Horizontal Audio Meter Scale background`

This only shows up in the UI when:

- Track View > Options > Meter Options > Record/Playback/Bus meters are visible
- Preferences > Customization > Audio Meter > **Segmented Meters** is selected;
- Track View > Options > Meter Options > Record/Playback/Bus Meter Options > **Show Labels** is selected.

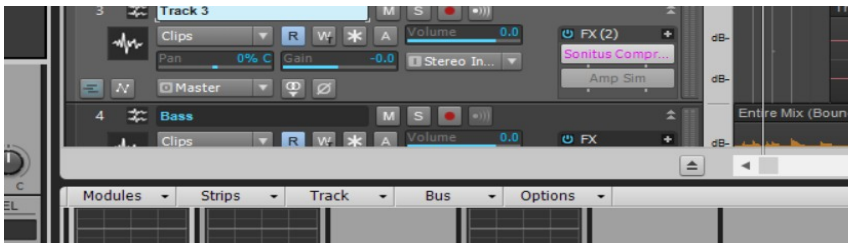


`Meters / Track View meters / Vertical MIDI Meters`
`Meters / Track View meters / Horizontal MIDI Meters`

Similar to Vertical/Horizontal Audio meters, see above.

3.6. Track View FX Rack

`FX Rack / FX Name`



Also used in:

5.3 Console FX bin FX name

`FX Rack / Bypassed FX Name`

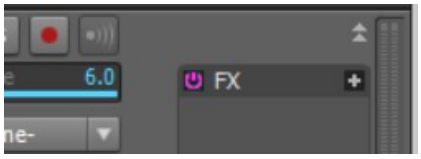
Also used in:

5.3. Console view FX Bin Bypassed FX name

FX Rack / Bypass FX Rack

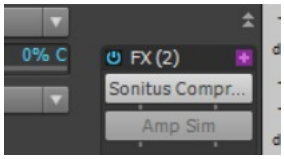
There are seven states represented in the image (from left to right):

1. On
2. Press Off
3. Hover when On
4. Off
5. Press On
6. Hover when off
7. n/a



Console view / Modules / Sends/Patch / Open Insert Send Menu

Track View Add Plugin button:



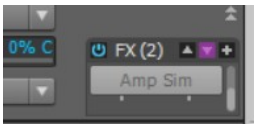
Also used in:

5.5. Console View FX and Send Bins

Console view / Modules / Sends/Patch / Scroll Sends Down

Console view / Modules / Sends/Patch / Scroll Sends Up

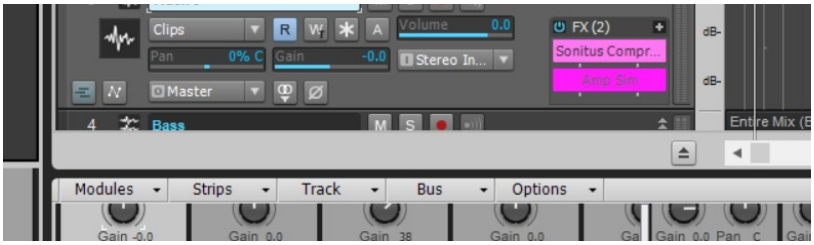
Track View FX Bin when size forces contents into scrollable list:



FX Rack / Name Background

FX Rack / Name Background (ACT Focus)

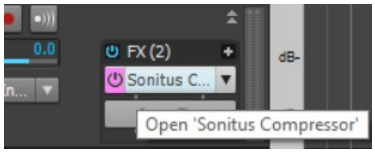
The two slides in the theme element are used to show Enabled (light) and Disabled (dark) plug-ins:



FX Rack / Bypass Plug-in

FX Rack / Bypass Plug-in (ACT Focus)

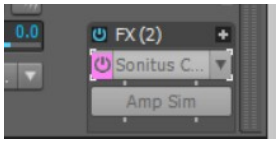
Mouse-over an enabled plug-in to view:



FX Rack / Bypass Plug-in Enabled

FX Rack / Bypass Plug-in Enabled (ACT Focus)

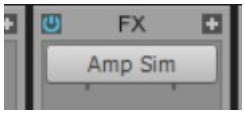
Mouse-over a disabled plug-in to view:



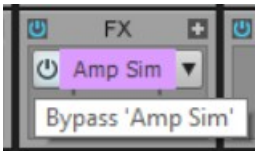
FX Rack / Open Plug-in UI
FX Rack / Open Plug-in UI (narrow)
FX Rack / Open Plug-in UI (ACT Focus)
FX Rack / Open Plug-in UI (narrow ACT Focus)

This element is used to decorate the FX Bin plug-in. It has three panels, [1-3].

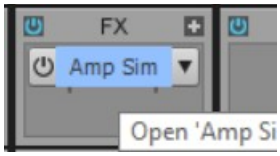
How are they used?



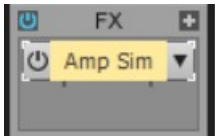
Normal



Hover over bypass button



Hover over middle



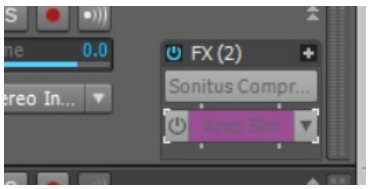
Click on middle

click on dropdown

You'll want to think about how to achieve the best results visually for your customization.

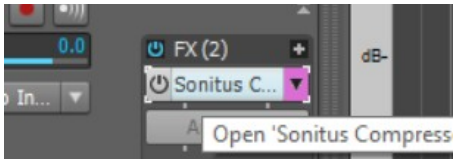
FX Rack / Open Plug-in UI Bypassed
FX Rack / Open Plug-in UI Bypassed (narrow)
FX Rack / Open Plug-in UI Bypassed (ACT Focus)
FX Rack / Open Plug-in UI Bypassed (narrow ACT Focus)

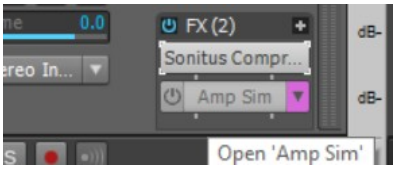
Mouse over and click on a disabled plug-in to view:



FX Rack / Show Rack Menu Drop-down
FX Rack / Show Rack Menu Drop-down Bypassed
FX Rack / Show Rack Menu Drop-down (ACT Focus)
FX Rack / Show Rack Menu Drop-down Bypassed (ACT Focus)

Mouse-over the enabled or disabled plugin to view:





FX Rack / Track Inspector FX Rack Not yet identified

3.7. Track View Bus Pane

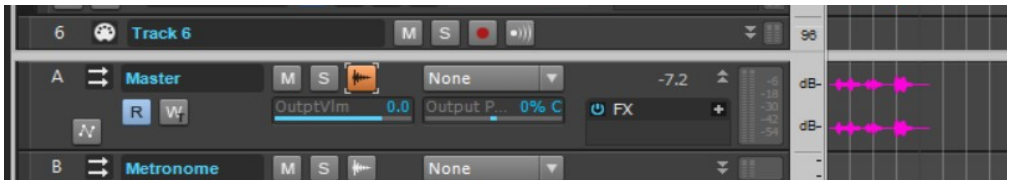
`Track view / Bus Pane / Bus Waveform Preview`

This is the color of the rendered waveform in the clip pane (see image below in pink).

#ToDo: What dictates the color of clipping in the waveform preview?

`Track view / Bus Pane / Waveform Preview`

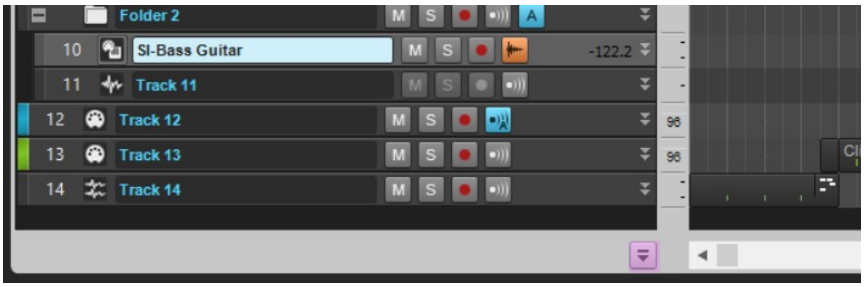
This is the button (orange) in the track strip that enables the waveform preview:



`Track view / Bus Pane / Bus Pane Hide`

`Track view / Bus Pane / Bus Pane Show`

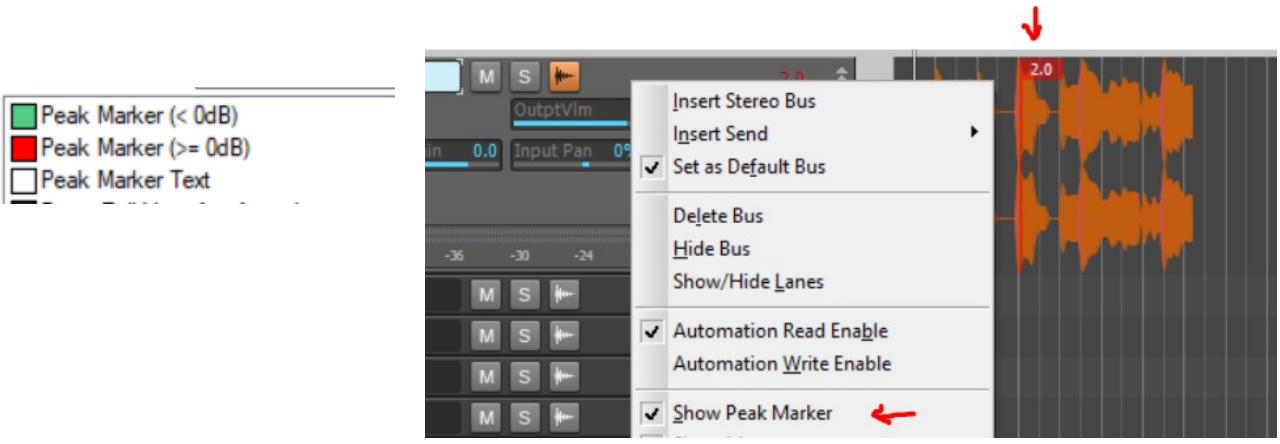
This image does NOT respect transparency. You will have to fill out the background to suit your theme.



(Color Pref) **`Peak Marker Text`**

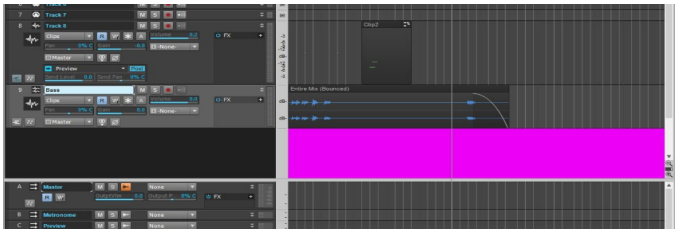
(Color Pref) **`Peak Marker (⩽0dB)`**

(Color Pref) **`Peak Marker (⩾0dB)`**



3.8. Track View Clips Pane

Track view / Clips Pane / Track View Clips Pane Background

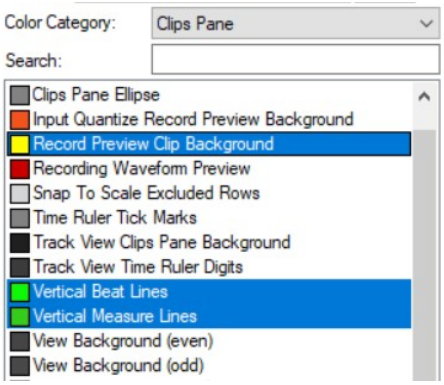


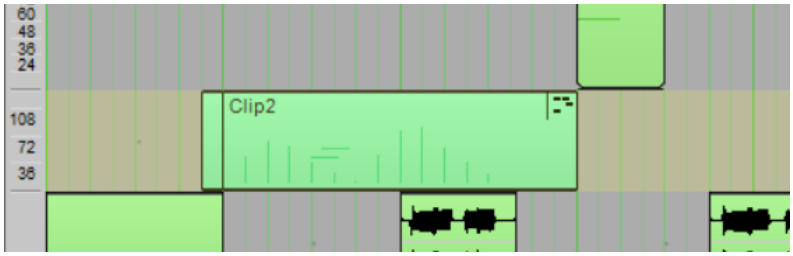
(Also used in the Video Thumbnail track, on the Clip Pane side.)

Track view / Clips Pane / Aim Assist Line
Track view / Clips Pane / Clips Pane Ellipse
Track view / Clips Pane / View Background (odd)
Track view / Clips Pane / View Background (even)

The following UI features do not appear to have corresponding Theme Editor elements, and must instead be customized in the *Edit* > *Preferences* > *Customization* > *Colors* options:

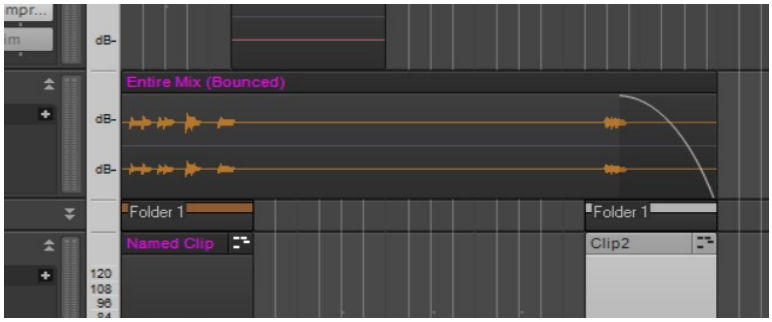
(Color Pref) **Record Preview Clip Background**
(Color Pref) **Vertical Beat Lines**
(Color Pref) **Vertical Measure Lines**



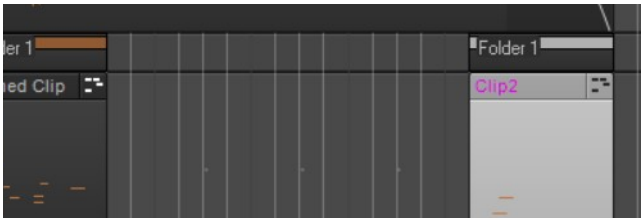


3.9. Track View Clips

Track view / Clips Pane / Clips / Clip Name



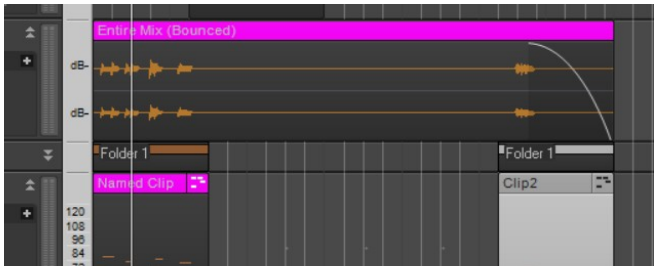
Track view / Clips Pane / Clips / Clip Name (selected)



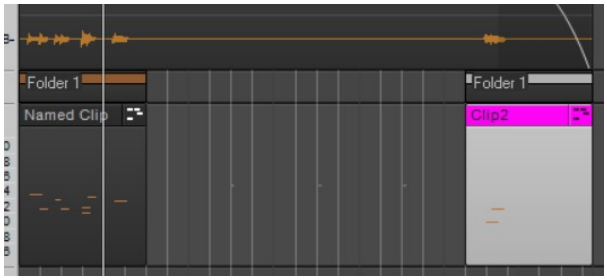
Track view / Clips Pane / Clips / Clip Events Not used?

#ToDo: This needs to be documented. By default it's a bright red color. Where is it used?

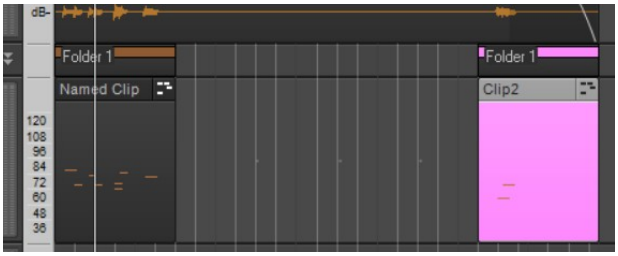
Track view / Clips Pane / Clips / Clip Header



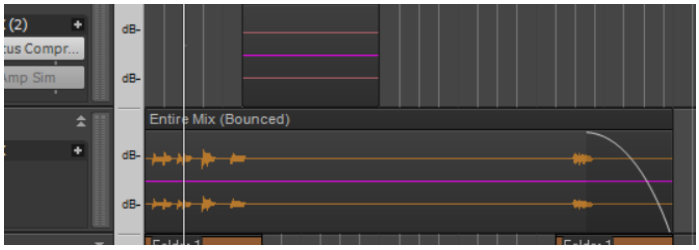
Track view / Clips Pane / Clips / Clip Header (selected)



Track view / Clips Pane / Clips / Clip Background (selected)



Track view / Clips Pane / Clips / Clip Zero Amplitude Line



Track view / Clips Pane / Clips / **Audio Tracks 1,11,21... Foreground**
Track view / Clips Pane / Clips / **Audio Tracks 2,12,22... Foreground**
Track view / Clips Pane / Clips / **Audio Tracks 3,13,23... Foreground**
Track view / Clips Pane / Clips / **Audio Tracks 4,14,24... Foreground**
Track view / Clips Pane / Clips / **Audio Tracks 5,15,25... Foreground**
Track view / Clips Pane / Clips / **Audio Tracks 6,16,26... Foreground**
Track view / Clips Pane / Clips / **Audio Tracks 7,17,27... Foreground**
Track view / Clips Pane / Clips / **Audio Tracks 8,18,28... Foreground**
Track view / Clips Pane / Clips / **Audio Tracks 9,19,29... Foreground**
Track view / Clips Pane / Clips / **Audio Tracks 10,20,30... Foreground**

These are the default colors used to paint Audio clip waveforms.

Track view / Clips Pane / Clips / **Tracks 1,11,21... Background**
Track view / Clips Pane / Clips / **Tracks 2,12,22... Background**
Track view / Clips Pane / Clips / **Tracks 3,13,23... Background**
Track view / Clips Pane / Clips / **Tracks 4,14,24... Background**
Track view / Clips Pane / Clips / **Tracks 5,15,25... Background**
Track view / Clips Pane / Clips / **Tracks 6,16,26... Background**
Track view / Clips Pane / Clips / **Tracks 7,17,27... Background**
Track view / Clips Pane / Clips / **Tracks 8,18,28... Background**
Track view / Clips Pane / Clips / **Tracks 9,19,29... Background**
Track view / Clips Pane / Clips / **Tracks 10,20,30... Background**

These are the default colors used to paint Audio and MIDI clip backgrounds.

Track view / Clips Pane / Clips / **MIDI Tracks 1,11,21... Foreground**
Track view / Clips Pane / Clips / **MIDI Tracks 2,12,22... Foreground**
Track view / Clips Pane / Clips / **MIDI Tracks 3,13,23... Foreground**
Track view / Clips Pane / Clips / **MIDI Tracks 4,14,24... Foreground**
Track view / Clips Pane / Clips / **MIDI Tracks 5,15,25... Foreground**
Track view / Clips Pane / Clips / **MIDI Tracks 6,16,26... Foreground**
Track view / Clips Pane / Clips / **MIDI Tracks 7,17,27... Foreground**
Track view / Clips Pane / Clips / **MIDI Tracks 8,18,28... Foreground**
Track view / Clips Pane / Clips / **MIDI Tracks 9,19,29... Foreground**
Track view / Clips Pane / Clips / **MIDI Tracks 10,20,30... Foreground**

These are the default colors used to paint MIDI note events in MIDI clips.

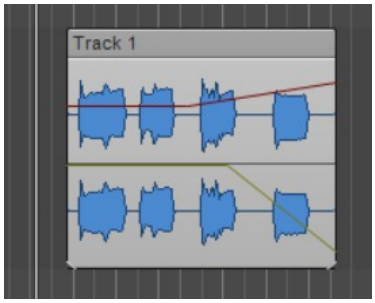
Track view / Clips Pane / Clips / **MIDI Tracks 1,11,21... Background**	No longer used
Track view / Clips Pane / Clips / **MIDI Tracks 2,12,22... Background**	No longer used
Track view / Clips Pane / Clips / **MIDI Tracks 3,13,23... Background**	No longer used
Track view / Clips Pane / Clips / **MIDI Tracks 4,14,24... Background**	No longer used
Track view / Clips Pane / Clips / **MIDI Tracks 5,15,25... Background**	No longer used
Track view / Clips Pane / Clips / **MIDI Tracks 6,16,26... Background**	No longer used
Track view / Clips Pane / Clips / **MIDI Tracks 7,17,27... Background**	No longer used
Track view / Clips Pane / Clips / **MIDI Tracks 8,18,28... Background**	No longer used
Track view / Clips Pane / Clips / **MIDI Tracks 9,19,29... Background**	No longer used
Track view / Clips Pane / Clips / **MIDI Tracks 10,20,30... Background**	No longer used

"MIDI Track Background" colors are no longer used. Instead, the "Tracks [n] Background" colors above apply to both Audio and MIDI tracks.

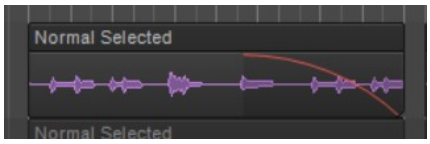
Track view / Clips Pane / Clips / Clip Icon FX
Track view / Clips Pane / Clips / Clip Icon V-Vocal
Track view / Clips Pane / Clips / Clip Icon AudioSnap
Track view / Clips Pane / Clips / Clip Icon AudioStretch
Track view / Clips Pane / Clips / Clip Icon Piano Roll
Track view / Clips Pane / Clips / Clip Icon Staff View
Track view / Clips Pane / Clips / Clip Icon Event List
Track view / Clips Pane / Clips / Clip Icon Step Sequencer
Track view / Clips Pane / Clips / Clip Icon Lock All
Track view / Clips Pane / Clips / Clip Icon Lock Position
Track view / Clips Pane / Clips / Clip Icon Lock Data

(Color Pref) **Clip Gain Envelope**
(Color Pref) **Clip Pan Envelope**

These colors are used to hint/tint the envelopes in various states of visibility:



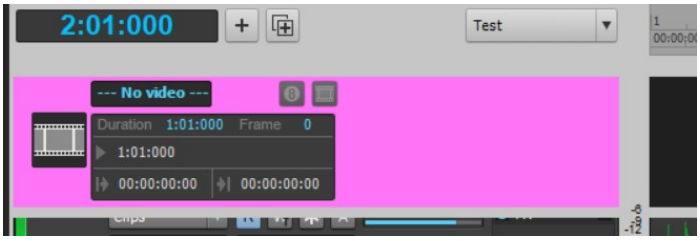
(Color Pref) Clip Velocity Envelope
(Color Pref) **Clip Fades**



3.10. Track View Video Thumbnails

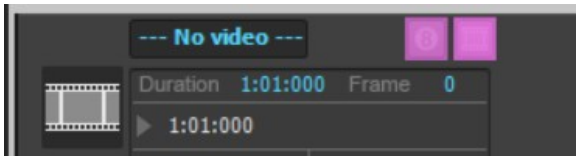
`Meters / Track View meters / Background VR`

Unexpectedly, this theme element affects the background of the Video Thumbnail lane in the Track Pane:

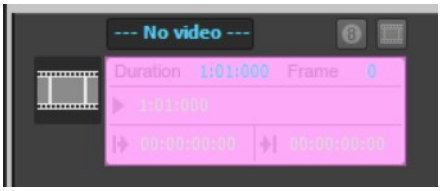


`Track view / Video Thumbnails / Show/Hide Video Thumbnails`

`Track view / Video Thumbnails / Show/Hide Video Frame Numbers`

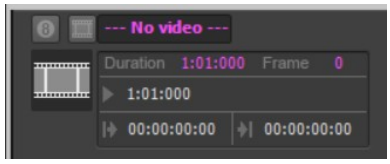


`Track view / Video Thumbnails / Video Display Port`



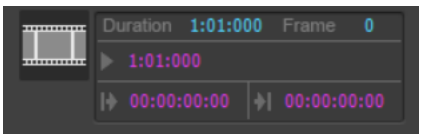
#ToDo: Video Thumbnail Track Name Background = ?

`Global / Horizontal Sliders`



Also used in:
(other places - see complete list)

`Track view  / Disabled Control Text`



Some research from @sjoens has shown that these control values are not painted consistently. On initial application load, the values are painted using **Track View / Disabled Control Text** as described here.

However, when re-applying a theme from Preferences, the values are painted using **Track View /Control Text & Values**. I think this is a bug in the refresh code for selecting themes from Preferences. My advice would be to ensure the first theme item is colored as desired so that the initial display of theme upon opening Cakewalk is correct. If this glitch bothers you, make both color elements the same. (And avoid BLACK so that the values are visible/readable!)

`Track view  / Clips Pane / Track View Clips Pane Background`

This is used to color the background of the Video Thumbnail strip, on the Clip Pane side of the Track View.

3.11 Track View Folders

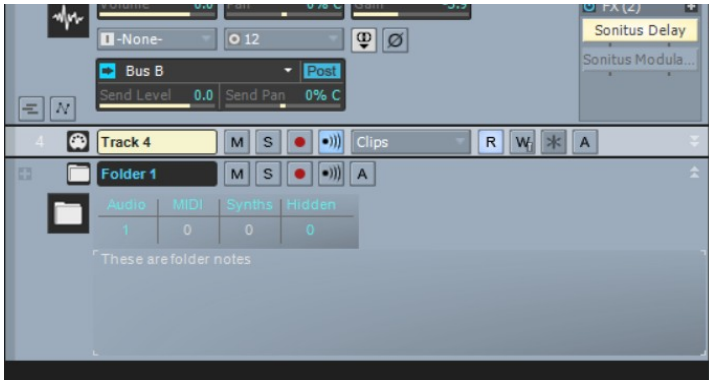
`Track view / Track Pane / Description Field`

The expanded Folder strip:

Also used in:

3.4. Track view Track Strip Send module background

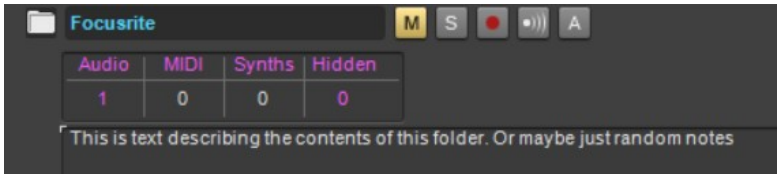
The use of this element appears to be erratic.



At two different times, on the same computer, the theme "Flight Deck" shows both the "expected" use of the Description Field, and also ignores it and uses some gradient fill instead.

Even the default themes exhibit this behavior. This is a mystery! More information as it comes to hand.

`Track view / Unfocused Track Text`

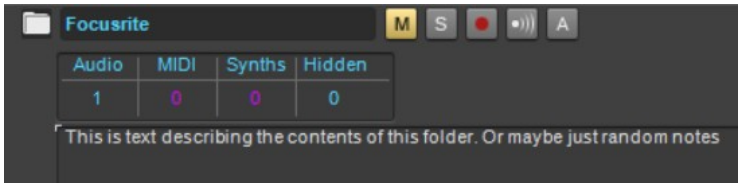


Also used in:

(other places - see complete list)

`Track view / Disabled Control Text`

I didn't realize that these are actually buttons you can click on to filter the displayed contents of the folder:



Also used in:

3.9 Track view Video Thumbnail control value text

Track view / Control Text and Values

Folder description text:

Also used in:

3.11. Track view Take Lane description text

(Color Pref) **Folder Clip Background**

(Color Pref) **Folder Clip Text**

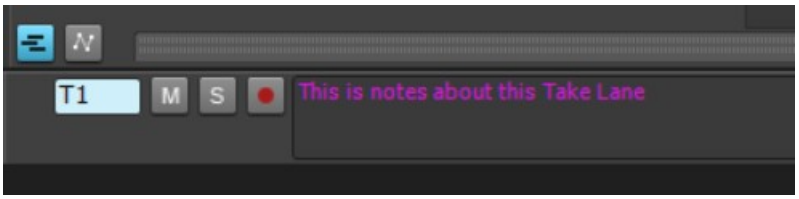
3.12. Track View Take Lanes

`Track view / Track Pane / Add Lane` TBD

`Track view / Track Pane / Remove Take Lane` TBD

`Track view / Control Text and Values`

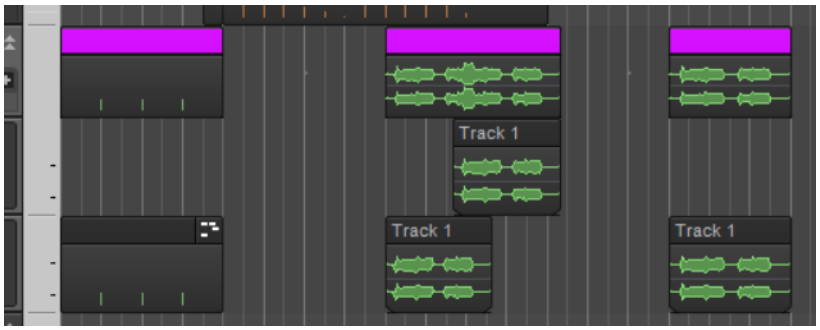
Take Lane description text:



Note that the background of the text area is not affected by themes, so you should ensure that this theme element is bright enough to be readable on the dark grey background.

`(Color Pref)` **`Comp Header`**

This is the background color of the header that appears in clips in the Parent Track of the expanded take lanes:



3.13. Track View Automation Lanes

`Track view / Track Pane / Add Lane` TBD

`Track view / Track Pane / Remove Automation Lane` TBD

3.14. Unidentified

Track view / Strip Background	Not yet identified
Track view / Control Background	Not yet identified
Track view / Track Icons Background	Not yet identified
Track view / Control Icon	Not yet identified
Track view / Slider Background	Not yet identified
Track view / Track Name Outline	Not yet identified
Track view / Track Inspector Background	Not yet identified
Track view / Header Time Display	Not yet identified
Track view / Track Pane / Active Track	Not yet identified
Track view / Track Pane / Strip Selection	Not yet identified

Track view / Track Pane / Open Synth Properties	Not yet identified

Background:

Synth and Instrument tracks allow you to open the VSTi property window by clicking on the icon in the Track Header.

This ability is visually indicated by a blue outline around the icon, suggesting that you can click on it with the mouse.

It's possible this theme element used to be an overlay on the Track Header Icon for VST instruments, but is no longer used.

Even when we edit the element to be bright pink, the button highlight on mouse-over remains blue:

4. Browser

Global / View Border

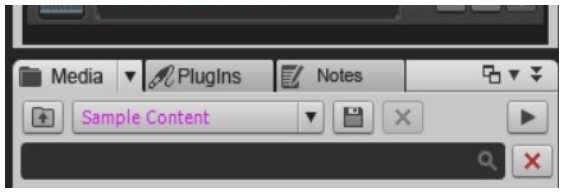
Browser window backround:

Also used in:

(other places - see complete list)

Global / Menus / View Menu Text

Drop-down menu text:

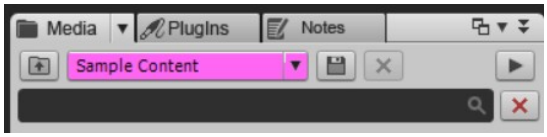


Also used in:

(other places - see complete list)

Browser / Media Browser / Content Location Menu

Drop-down menu:



Also used in:

13. Synth Rack view automation menu

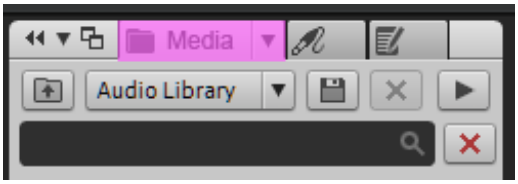
Browser / Media Tab

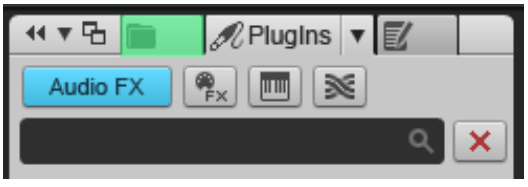
Browser / Media Tab (narrow)

Browser / Media Tab (no corner)

Browser / Media Tab (narrow no corner)

These elements only appears when the Browser is docked on the LEFT side:





Browser / PlugIns Tab
Browser / PlugIns Tab (narrow)
Browser / PlugIns Tab (collapsed)
Browser / Notes Tab
Browser / Notes Tab (narrow)
Browser / Notes Tab (collapsed)
Browser / Synth Rack Tab Not Used / Obsolete
Browser / Synth Rack Tab (narrow) Not Used / Obsolete
Browser / Synth Rack Tab (collapsed) Not Used / Obsolete
Browser / **Search Icon**

Appears in the search text box at the top of the Media and Plugins tab (see images above).

4.1. Media Browser

Track view / Unfocused Track Text

Filename text color:

Also used in:

(other places - see complete list)

Browser / Media Browser / Clear Search
Browser / Media Browser / Delete Content Location Preset
Browser / Media Browser / Save Content Location Preset
Browser / Media Browser / Move Up One Level
Browser / Media Browser / Start/Stop Previw

4.2. Plug-in Browser

Note: A **re-start is required** for the Cakewalk UI to respect changes to these items; switching Themes alone is not guaranteed to reflect it.

`Browser / Plug-in Browser / Plug-in Tree Text`

This affects names of folders, and plug-ins that are not VST2 or 32-bit (e.g. VST3 and DirectX). I hesitate to call this the "default color" for text in the plug-in browser, but you could think of it that way.

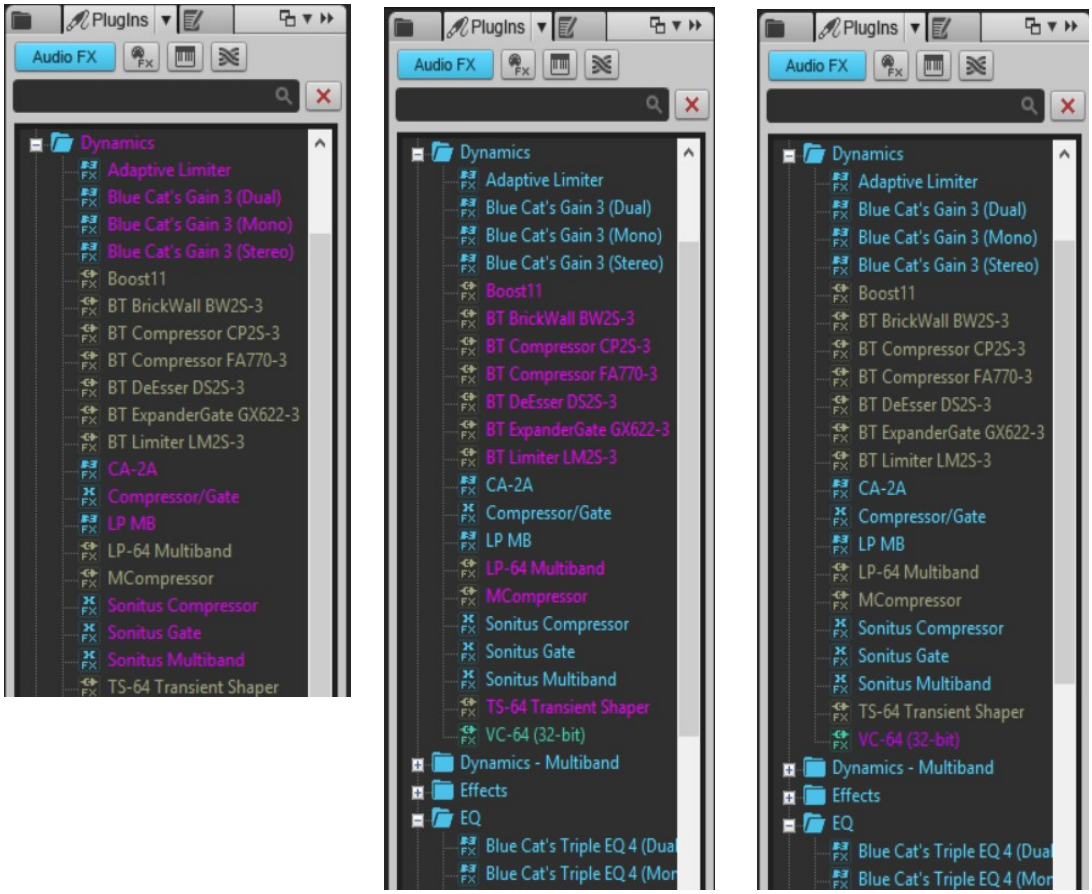
And an anomaly identified by @sjoens: Prior to re-opening the plug-in browser, the folder names are actually set by the **Track View / Unfocused Track Text**. We'll leave it at that.

`Browser / Plug-in Browser / VST2 Text`

This affects names of VST2 plug-ins (that are not 32-bit).

`Browser / Plug-in Browser / 32-bit Plug-ins Text`

This affects names of 32-bit plug-ins.



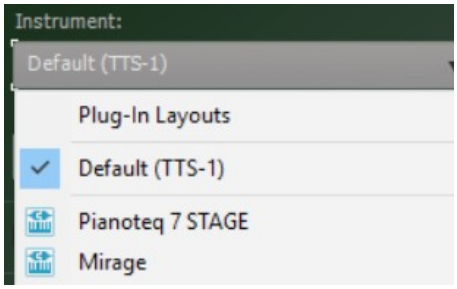
Browser / Plug-in Browser / Plug-in Tree Icons

Each plug-in shown in the Browser tree view includes an icon indicating its type. These images can be found and customized in this element, a strip of 19 transparent background images, each 16x16 pixels:

From left to right, they represent:

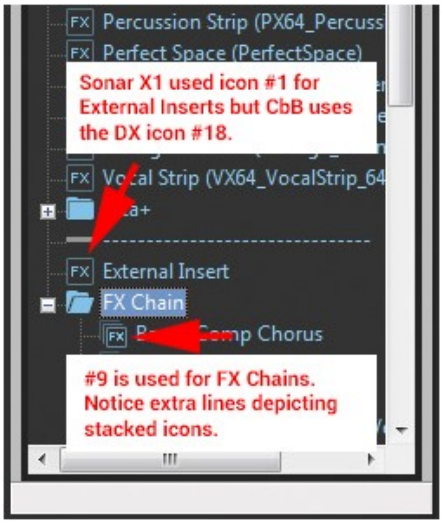
1. ? (audio FX?)
2. ?
3. MIDI FX
4. ? (control surface?)
5. ?
6. Tree node folder, collapsed
7. Tree node folder, expanded
8. ? white bar of unknown use
9. FX Chain
10. VST effect
11. VST instrument
12. VST effect (32-bit)
13. VST instrument (32-bit)
14. VST3 effect
15. VST3 instrument
16. VST3 effect (32-bit)
17. VST3 instrument (32-bit)
18. DirectX effect (and External Insert)
19. DirectX instrument

Prior to the 2021.04 release, these icons were also used for icons in the "Add Track" instrument selection drop-down menu (see right):



Fun Fact from @sjoens:

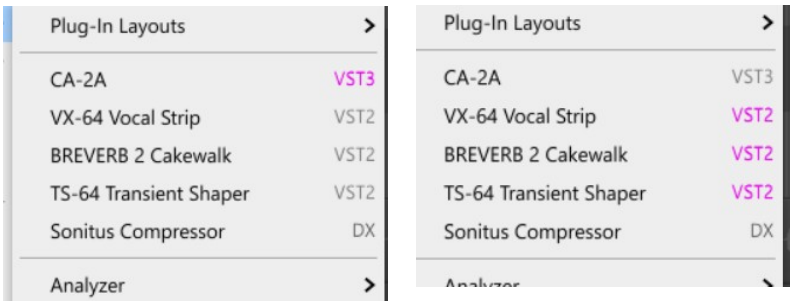
The first two entries in this icon strip were used in previous versions of SONAR as shown in this pic from Sonar X1 Browser:

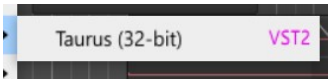


Tip: @sjoens changed their tree and text colors to be less confusing. Currently, 3 text colors for 4-5 FX states that don't match the icons is confusing. They now match the plugin menu list colors (see below):

The menus in 2021.04 have been re-implemented, and now do not show an icon, but instead show text indicating the type (VST2, VST3, DX, etc). The color of these text indicators do not appear to be customizable.

~~These color items are also used in the new "Add Instrument Track" and "Add FX plug-in" drop-down menus in release 2021.04 EA1:~~





~~As you can see, in these menus, the "DX" tag does not seem to use the same coloring as the Plug-in Browser. In fact, in 2021.04, it does not appear to be affected by any theme element.~~

~~A side-effect of the menus introduced in 2021.04 is that you have a **new constraint** on selecting colors to use in the Plug-in Brower, to make sure they are visible both on a black background, and the light grey menu background.~~

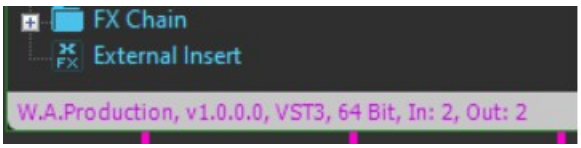
`Browser / Plug-in Browser / Audio FX Button`
`Browser / Plug-in Browser / Instruments Button`
`Browser / Plug-in Browser / MIDI FX Button`
`Browser / Plug-in Browser / ReWire Button`
`Browser / Plug-in Browser / Audio FX Button (narrow)`
`Browser / Plug-in Browser / Instruments Button (narrow)`
`Browser / Plug-in Browser / MIDI FX Button (narrow)`
`Browser / Plug-in Browser / ReWire Button (narrow)`

These next set of element are misleading - they look like they are used for plug-in type indicators, but in fact they are not used at all:

`Browser / Plug-in Browser / PlugIn Types / DirectX FX`	`Not used / Obsolete`
`Browser / Plug-in Browser / PlugIn Types / VST2 FX 32-bit`	`Not used / Obsolete`
`Browser / Plug-in Browser / PlugIn Types / VST2 FX 64-bit`	`Not used / Obsolete`
`Browser / Plug-in Browser / PlugIn Types / VST3 FX 32-bit`	`Not used / Obsolete`
`Browser / Plug-in Browser / PlugIn Types / VST3 FX 64-bit`	`Not used / Obsolete`
`Browser / Plug-in Browser / PlugIn Types / DirectX Synth`	`Not used / Obsolete`
`Browser / Plug-in Browser / PlugIn Types / VST2 Synth 32-bit`	`Not used / Obsolete`
`Browser / Plug-in Browser / PlugIn Types / VST2 Synth 64-bit`	`Not used / Obsolete`
`Browser / Plug-in Browser / PlugIn Types / VST3 Synth 32-bit`	`Not used / Obsolete`
`Browser / Plug-in Browser / PlugIn Types / VST3 Synth 64-bit`	`Not used / Obsolete`

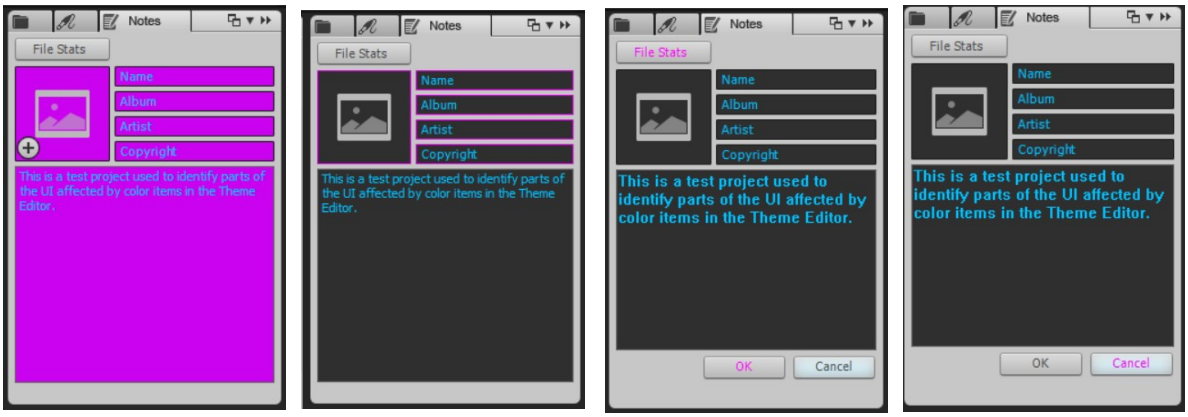
`Global / Menus / View Menu Text`

This determines the color of the description text at the bottom of the Plug-in Browser list:



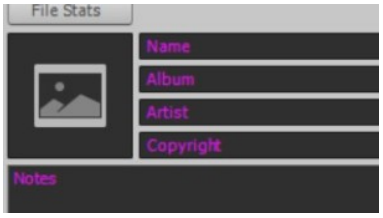
4.3. Notes Browser

Browser / Notes Browser / Control Background
Browser / Notes Browser / Control Border
Browser / Notes Browser / Button Text Color
Browser / Notes Browser / Button Text Color (Highlighted)



Track view / Unfocused Track Text

Another unexpected dependency on Unfocused Track Text: the text color in the Notes Browser:



Also used in:
(other places - see complete list)

Browser / Notes Browser / File Stats Button
Browser / Notes Browser / OK and Cancel Buttons
Browser / Notes Browser / Add Project Icon
Browser / Notes Browser / Clear Project Icon

4.4 Collapsed Tabs

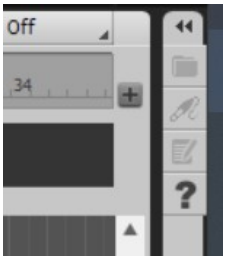
Browser / Media Tab (collapsed)
Browser / PlugIns Tab (collapsed)
Browser / Notes Tab (collapsed)
Browser / Help Module (collapsed)

The buttons that show up in the collapsed Browser have three impressions:
Normal, Active, and Disabled/Unavailable. The middle frame appears not to be used.

When you click on a tab button in the collapsed frame, the Browser expands immediately, with the appropriate tab open and selected. So there is probably no need to customize the second impression in the theme elements.

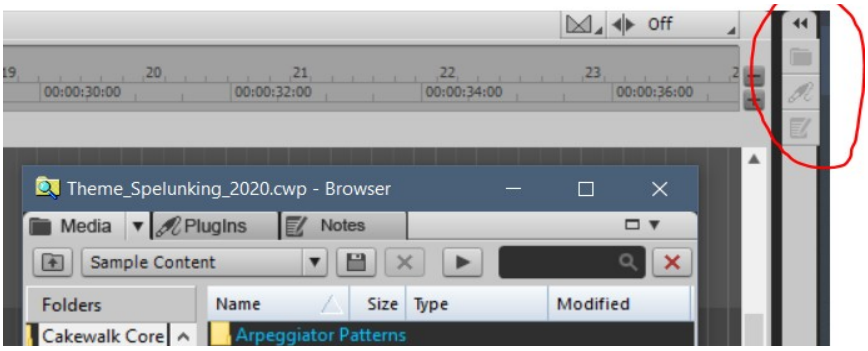
The impressions seem to be **2 pixels too wide**. By default, they overlap the black outer border of the application window.

If you like this look, then no change is necessary. Otherwise, removing a 2 pixel strip (set alpha channel to 0) from the right edge seems to do the trick:



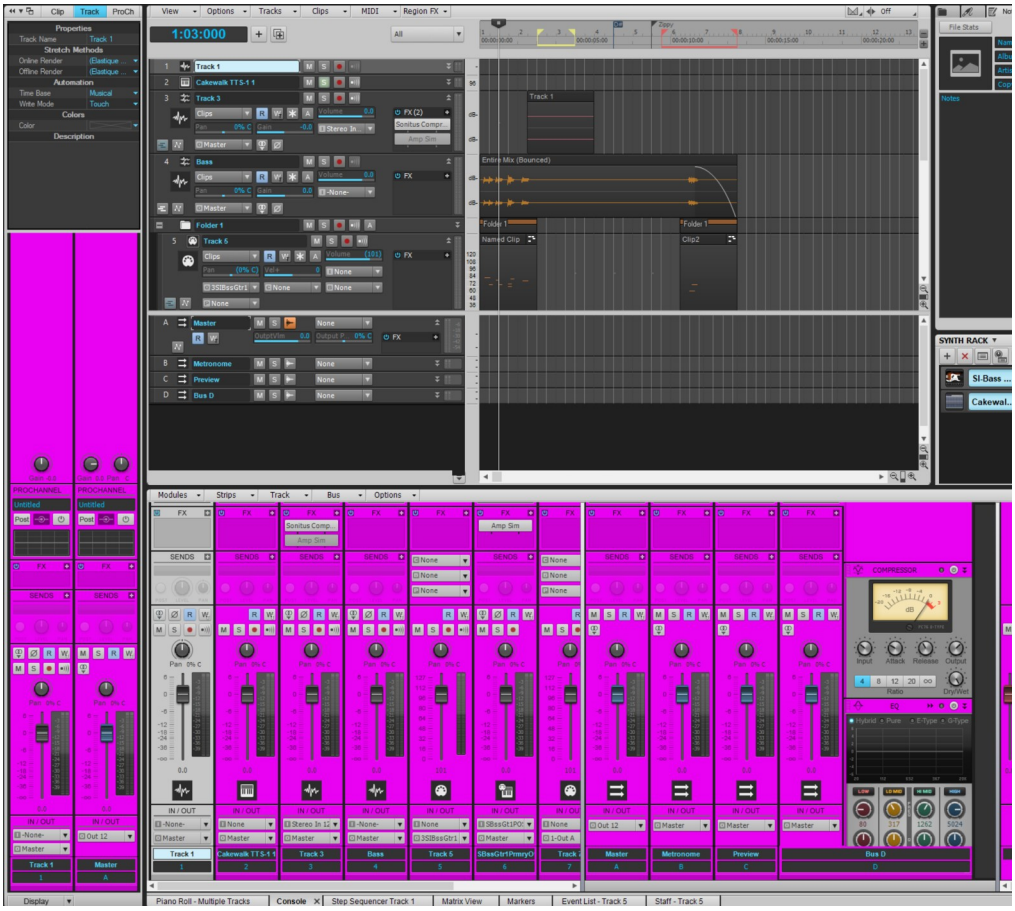
`Browser / Synth Rack Tab (collapsed)` `Not used / Obsolete`

Interestingly, this theme element for the Synth Rack does not appear to be used in practice. The Synth Rack is kind of a separate window from the Browser, but even when the **Browser** is undocked and the **Synth Rack** is docked and collapsed, the only tab buttons that show up on the collapsed frame are those of the Browser:

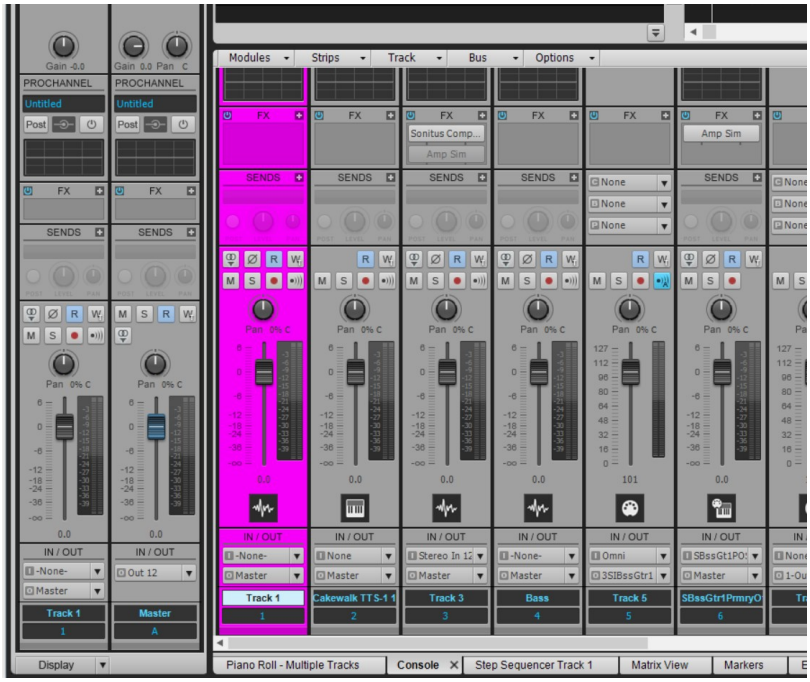


5. Console View

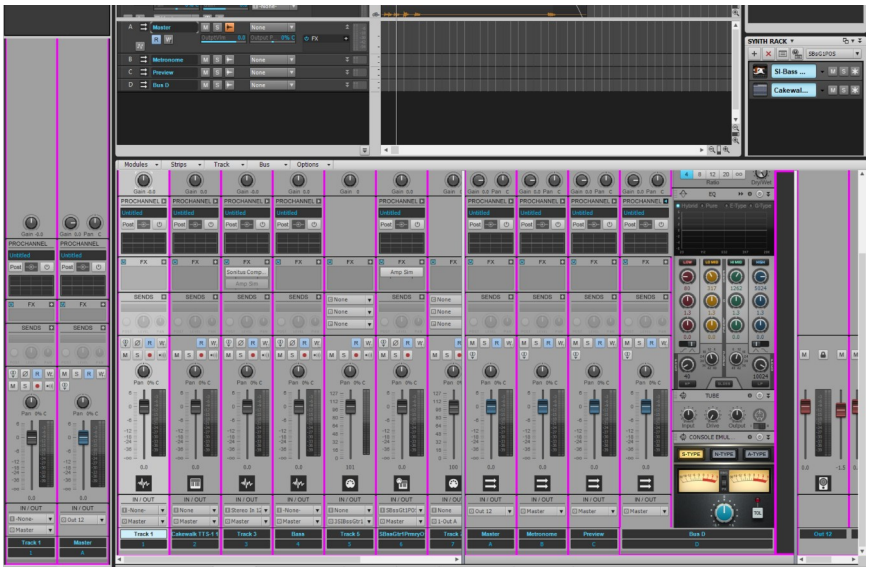
Console view / Unfocused Strip Background



Console view / Focused Strip Background



Console view / Background #1



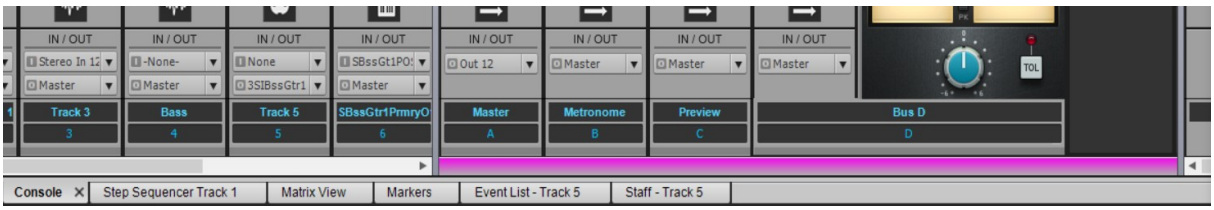
Also used in:

6.1. Arranger Inspector background

Console view / Splitter Gradient (Top)

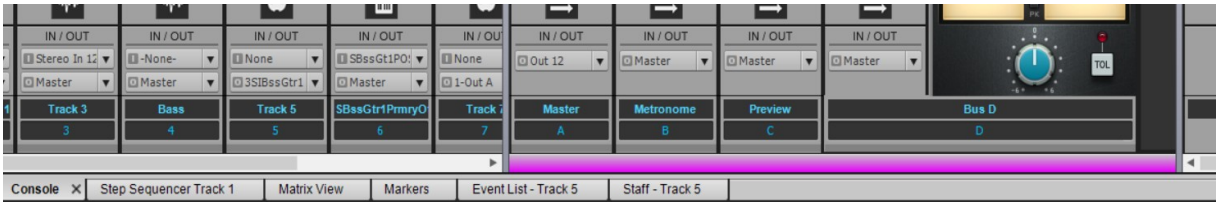
Console view / Splitter Gradient (Bottom)

Console view / Footer Gradient Start

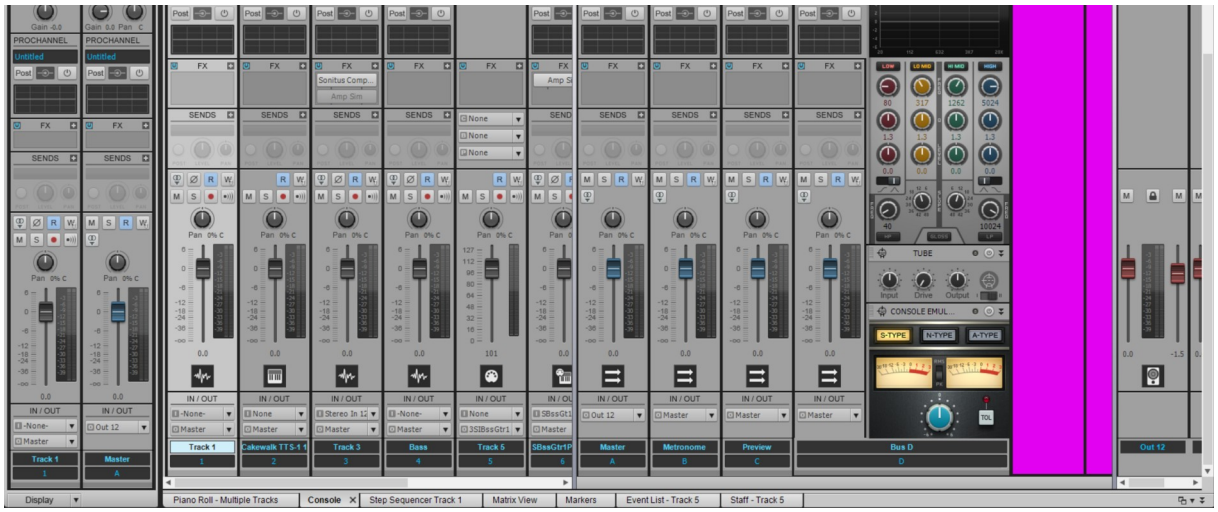


Console view / Footer Gradient End

Looks like the footer only appears when not hidden behind a horizontal scrollbar:

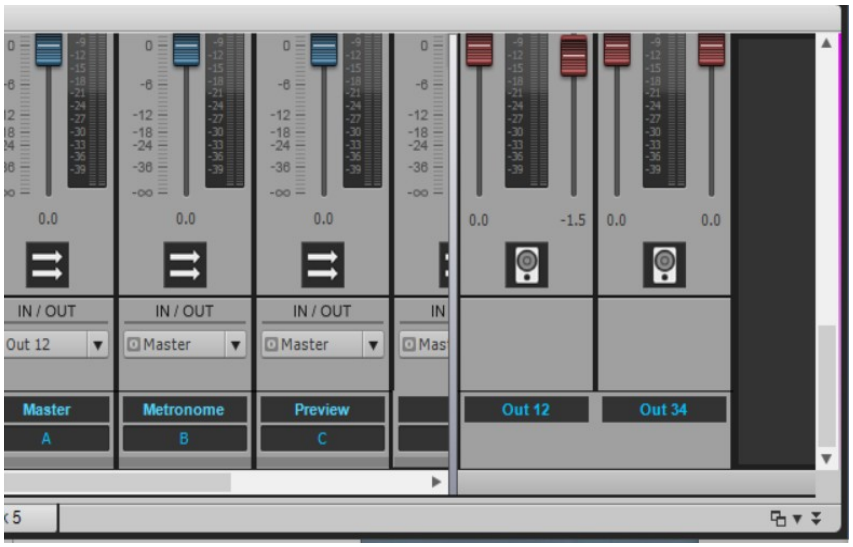


Console view / Background #2



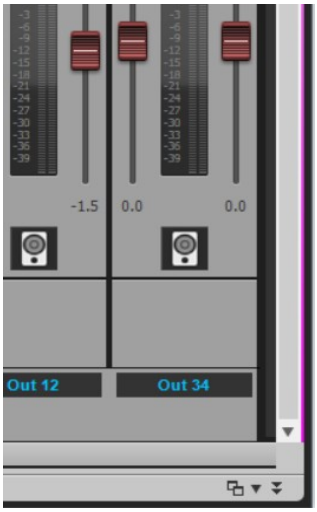
Console view / Vertical Scroll Strip Background Gradient (top)

Very subtle, on the far right:



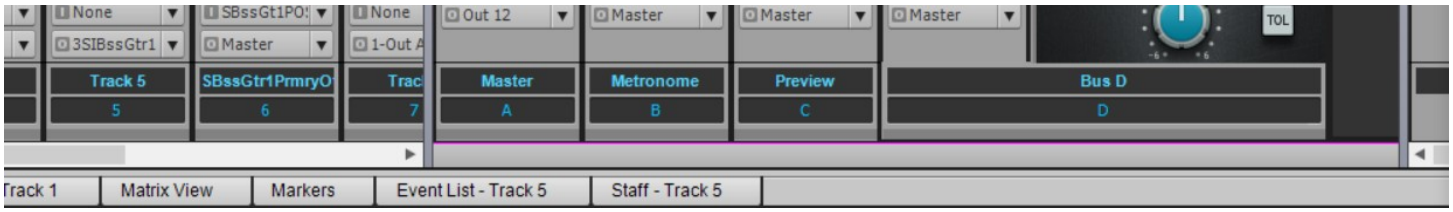
Console view / Vertical Scroll Strip Background Gradient (bottom)

Subtle on the far right:

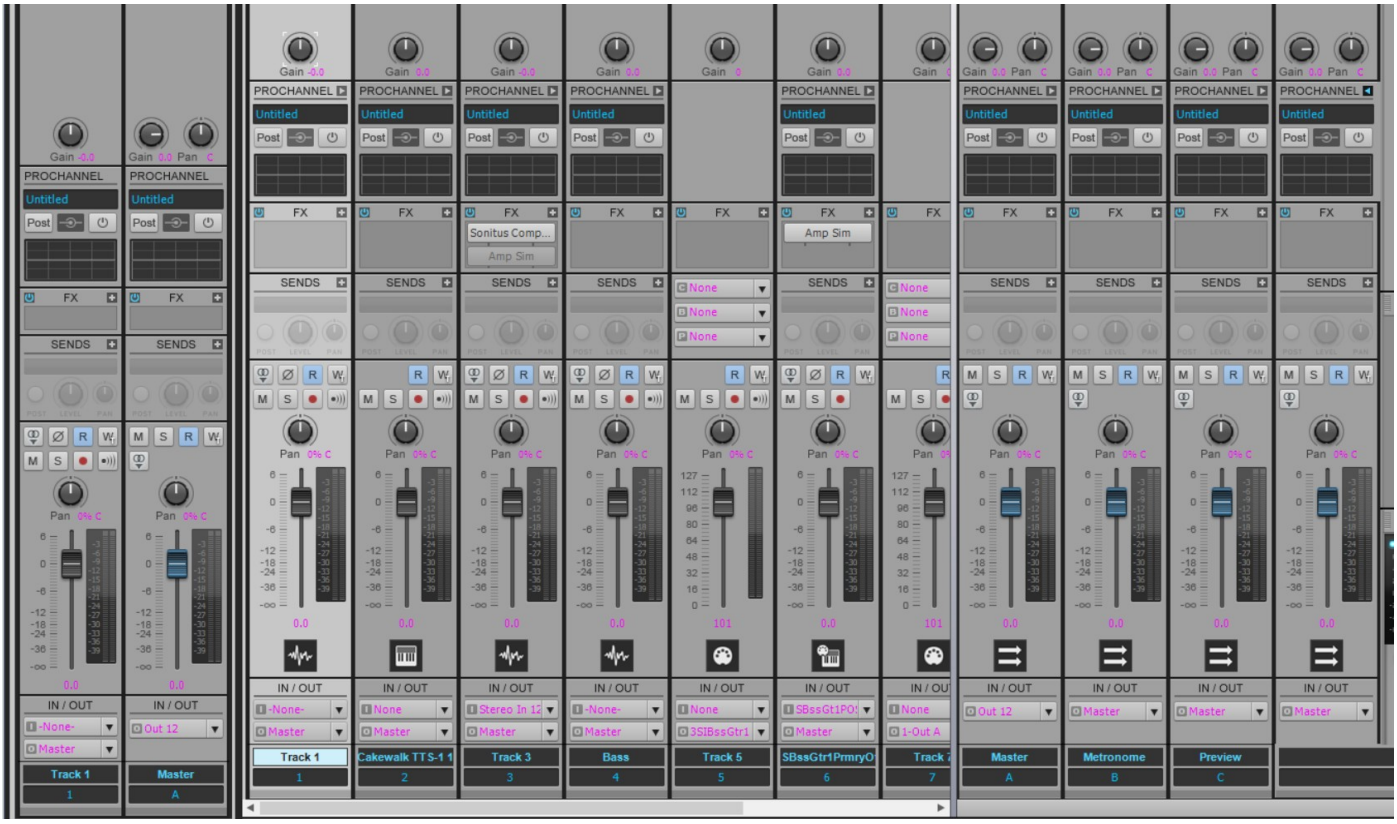


Console view / Horizontal Scroll Strip Background (top)

Only visible when not overlayed by horizontal scroll bar:



Console view / Control Text and Values



Console view / Menu
Console view / Menu (pressed)

It is interesting that the "pressed" (Dark Pink) and "non-pressed" (Pink) states are used for different buttons, not different states:

Primarily, *Menu (pressed)* is used. Only MIDI tracks use *Menu* for a couple of controls. When customizing these images, bear in mind that neither of them actually shows a different state when "pressed". You might wish to make them visually identical, or use some graphic technique to make them look different, but indicating a "pressed state" doesn't seem useful.

What about the "narrow" menus?

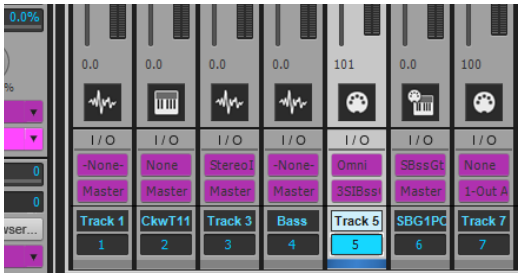
Console view / Menu (narrow) — Not yet identified

I haven't found an example of this element being used in the UI.

Console view / Menu (narrow pressed)

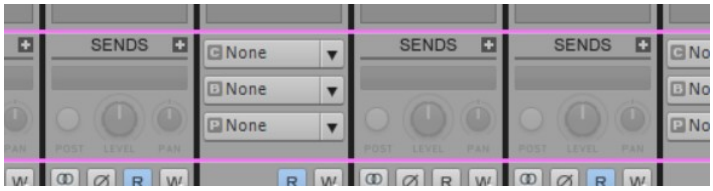
Interesting: Only the "pressed" state seems to be used for the narrow strips, whether the menu is "pressed" or not:

The comment against "Menu (pressed)" above applies here also.



Console view / Separator

This is the horizontal line between modules in the Console view:



Console view / Strip Label Text

Shown here in green:

Console view / Strip Background	Not yet identified
Console view / Slider Background	Not yet identified

5.1. Console Input Gain/Pan

Console view / Knob Unipolar
Console view / Knob Unipolar (small)
Console view / Knob
Console view / Knob (small)

Input Gain and Input Pan:

Console view / Modules / Input Gain / Background	Not used/Obsolete
Console view / Modules / Input Gain / Background (selected)	Not used/Obsolete
Console view / Modules / Input Gain / Background (narrow)	Not used/Obsolete
Console view / Modules / Input Gain / Background (narrow selected)	Not used/Obsolete
Console view / Modules / Input Gain / Bus Background	Not used/Obsolete
Console view / Modules / Input Gain / Bus Background (selected)	Not used/Obsolete

Just based on the graphic and the selected/unselected versions, I suspect these are obsolete, from back before colored track strips were implemented.

Console view / Modules / Input Gain / Background.png
Console view / Modules / Input Gain / Background (narrow)
Console view / Modules / Input Gain / Bus Background

These transparent versions are the ones actually used now.

5.2. Console ProChannel

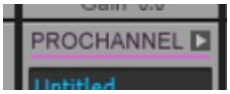
Console view / Modules / ProChannel / EQ Plot Grid	Not used/Obsolete
Console view / Modules / ProChannel / EQ Plot Graph	Not used/Obsolete

I have no idea what these two color values were used for although I guess their name gives a hint. Anyway, I've not yet managed to observe them in the Cakewalk UI.

Console view / Modules / ProChannel / Background (selected)	Not used/Obsolete
Console view / Modules / ProChannel / Background (narrow)	Not used/Obsolete
Console view / Modules / ProChannel / Background (narrow selected)	Not used/Obsolete

I suspect these are obsolete, from back before colored track strips were implemented.

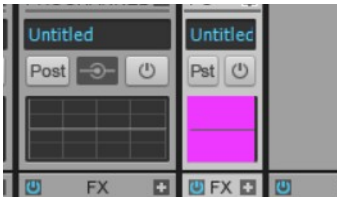
Console view / Modules / ProChannel / Background
Console view / Modules / ProChannel / Background (narrow)
These transparent ones are actually used:



Track view / Unfocused Track Text
The preset Name text:

Also used in:
(other places - see complete list)

Console view / Modules / ProChannel / Global Enable
Console view / Modules / ProChannel / Global Enable (narrow)
Console view / Modules / ProChannel / EQ Plot (narrow)
This is used for narrow console strips:



Note: The wider (default) strip EQ plot background is themed using **ProChannel / EQ Plot**.

Console view / Modules / ProChannel / EQ Knob Black
Console view / Modules / ProChannel / EQ Knob Black Bipolar
Console view / Modules / ProChannel / EQ High Band Knob
Console view / Modules / ProChannel / EQ High Band Knob Bipolar
Console view / Modules / ProChannel / EQ Low Band Knob
Console view / Modules / ProChannel / EQ Low Band Knob Bipolar
Console view / Modules / ProChannel / Gray Knob
Console view / Modules / ProChannel / Compressor Button (narrow)
Console view / Modules / ProChannel / EQ Button (narrow)

ProChannel / Pre/Post Toggle

Also used by:
7. ProChannel Pre/Post toggle button

Console / Modules / ProChannel / Post Button (narrow)
It is interesting that the normal and narrow versions are stored in such different locations.

States:
1. Inactive/Off 2. Clicked 3. MouseHover 4. Active/On 5. Disabled

Console view / Modules / ProChannel / Saturation Button (narrow)

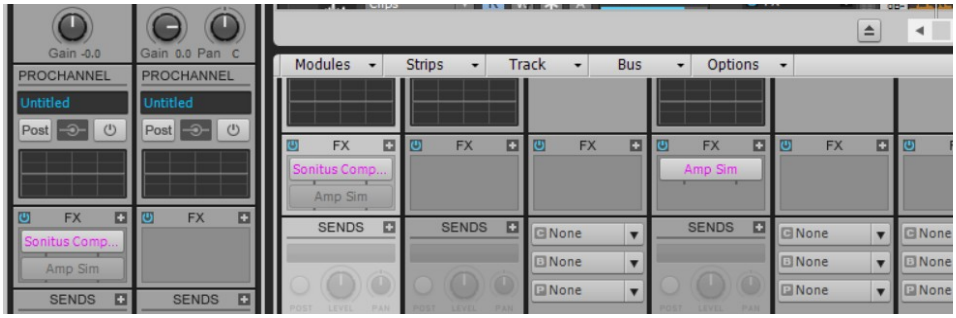
5.3. Console EQ

Console view / Modules / EQ / Background	
Console view / Modules / EQ / Background (narrow)	
Console view / Modules / EQ / Background	Not used/Obsolete
Console view / Modules / EQ / Background (narrow)	Not used/Obsolete
Console view / Modules / EQ / Background (selected)	Not used/Obsolete
Console view / Modules / EQ / Background (narrow selected)	Not used/Obsolete
Console view / Modules / EQ / EQ Plot Background	Not used/Obsolete
Console view / Modules / EQ / EQ Plot Background (narrow)	Not used/Obsolete

5.4. Console FX Bin

The Console view FX bin shares some theme elements with Track view:

FX Rack / FX Name



Also used in:

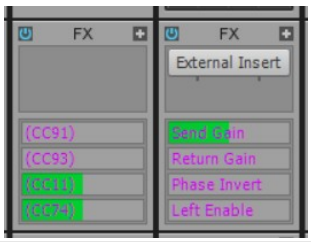
3.6. Track view FX Bin FX name

FX Rack / Bypassed FX Name

Also used in:

3.6. Track view FX Bin Bypassed FX name

If you chose to show Assignable Controls (Console View > Options > FX > Show Assignable Controls) then you see a list of controls under the FX bin:



Console view / Control Text and Values	pink
Console view / Slider	green

```
Console view / Modules / FX Rack / FX Rack Background
Console view / Modules / FX Rack / FX Rack Background (narrow)
Console view / Modules / FX Rack / FX Rack Background (narrow selected)
Console view / Modules / FX Rack / FX Rack Background (narrow selected)
Console view / Modules / FX Rack / FX Rack Background
Console view / Modules / FX Rack / FX Rack Background (narrow)
```

5.5. Console Send Bin

Console view / Modules / Sends/Patch / Open Insert Send Menu

Used for both Add Plugin to FX Bin and Add Send.

Also used in:

3.6. Track View FX Bin

```
Console view / Modules / Sends/Patch / Sends Drop-down Menu
Console view / Modules / Sends/Patch / Sends Drop-down Menu (narrow)
```

Console view / Knob Unipolar
Console view / Knob (small)

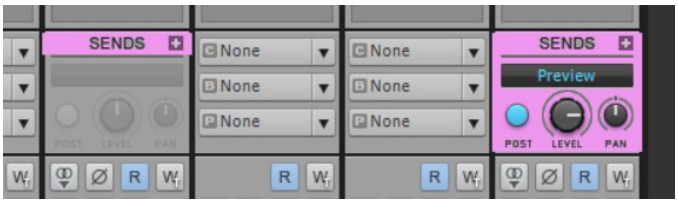
Send Level and Pan:

```
Console view / Modules / Sends/Patch / Background [1]                Not used / not yet identified
Console view / Modules / Sends/Patch / Background [1] (narrow)       Not used / not yet identified
Console view / Modules / Sends/Patch / Background (selected)         Not used / not yet identified
Console view / Modules / Sends/Patch / Background (narrow selected)  Not used / not yet identified
```

Just based on the default graphics, it would appear to be earler or alternative versions that don't support colored strips. They've been superseded by the transparent versions.

Console / Modules / Sends/Bank/Patch / Background
Console / Modules / Sends/Bank/Patch / Background (narrow)

Send module background:



The image includes the Send Destination Background color (black with a 3D gloss tint, by default).

Note how tracks with no active Sends are rendered.
There's another image involved:

Console / Modules / Sends/Bank/Patch / Send Module Background Tile

```
Console view / Modules / Sends/Patch / Send Module Background Tile (narrow)
```

This is the image that overlays the lower portion of the Send module on tracks with no Sends, giving it the appearance of an inactive or "greyed out" send.:

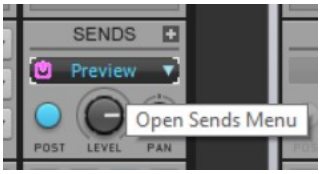
Note that the default image uses transparency (alpha = ~50) to overlay the underlying color of the console track strip, whatever it may be (in case the user has selected to use colored track strips).

You could decide to replace this image with a blank, transparent rectangle, in which case the underlying track would show a completely empty Send module rather than the "fake" inactive send.

`Console view / Modules / Sends/Patch / Surround Send Background`
`Console view / Modules / Sends/Patch / Surround Send Module Background Tile`

`Console / Modules / Sends/Bank/Patch / Enable Send`

There are six states represented in the image (from left to right):



1. Hover over Send Name when Off
2. Press On
3. Hover when Off
4. Hover over Send Name when On
5. Press Off
6. Hover when On

`Console view / Modules / Sends/Patch / Pre/Post Toggle`

That's the blue circle in the image above.

5.6. Console MIDI settings

MIDI Tracks don't have Sends (yet!) but they do have Channel / Bank / Patch controls.

`Console / Modules / Sends/Bank/Patch / Channel Control Icon`
`Console / Modules / Sends/Bank/Patch / Bank Control Icon`
`Console / Modules / Sends/Bank/Patch / Patch Control Icon`

5.7. Console MSR

`Console view / Modules / MSR / Stereo/Mono Interleave`
`Console view / Modules / MSR / Phase Invert`
`Console view / Modules / MSR / Read Automation` `See Case Study`

When Global Read Automation is enabled, the button set shown in the Console is actually:

`Track view / Track Pane / Global Read Automation`

Console view / Modules / MSR / Write Automation
Console view / Modules / MSR / Write Automation Latch
Console view / Modules / MSR / Write Automation Overwrite
Console view / Modules / MSR / Write Automation Touch
Console view / Modules / MSR / Mute
Console view / Modules / MSR / Mute (Automated)
Console view / Modules / MSR / Solo
Console view / Modules / MSR / Arm for Recording
Console view / Modules / MSR / Input Echo
Console view / Modules / MSR / Hardware Out Link Channels

Used to indicate when the L and R channel faders are linked together.

1. Unlinked 2. Mouse click 3. Mouse-over/hover 4. Active/Enabled 5. Disabled/Unavailable

Why use the same image for both states? Recommend instead:

Console view / Modules / MSR / Hardware Out Background	Not used / not yet identified
Console view / Modules / MSR / Hardware Out Background (narrow)	Not used / not yet identified

I suspect these are obsolete.

5.8. Console Pan

Console view / Knob

Console view / Modules / Pan / Background	Not used / not yet identified
Console view / Modules / Pan / Background (narrow)	Not used / not yet identified
Console view / Modules / Pan / Background (selected)	Not used / not yet identified
Console view / Modules / Pan / Background (narrow selected)	Not used / not yet identified

Again, I suspect these are obsolete left over from before coloured track strip backgrounds were implemented.

Console view / Modules / Pan / Background
Console view / Modules / Pan / Background (narrow)

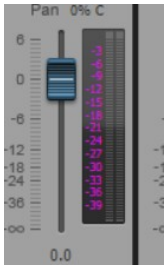
5.9. Console Volume

Console view / Modules / Volume / Fader
Console view / Modules / Volume / Fader (narrow)
Console view / Modules / Volume / Bus Fader
Console view / Modules / Volume / Bus Fader (narrow)
Console view / Modules / Volume / Hardware Out Fader
Console view / Modules / Volume / Hardware Out Fader (narrow)
Console view / Modules / Volume / Fader Background
Console view / Modules / Volume / Audio Fader Scale
Console view / Modules / Volume / MIDI Fader Scale

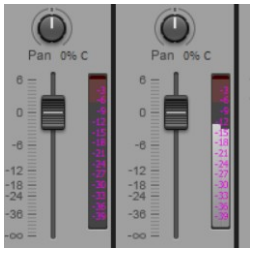
5.10. Console Meter

Console view meters share some theme elements with Track view:

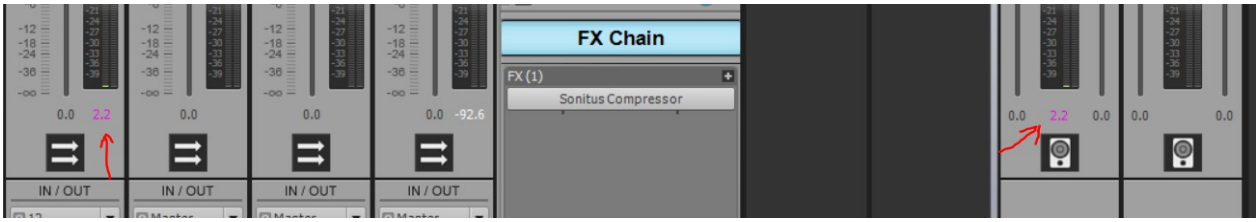
Meters / Segmented Meters / VU Tick Marks



Meters / Non-segmented meters / VU Tick Marks



Track view / Track View Header Warning Text



Note: The Console view uses the "Track view Header Warning Text" element. This appears to be the only place this element is used! (Not even in the Track view itself.)

Meters / Non-segmented meters / VU Lo level
Meters / Non-segmented meters / VU Hi level

Also used by:
3.5. Track View Meters

Meters / Console View meters / Audio Meters
Meters / Console View meters / Meter background
Meters / Console View meters / Audio Meters (narrow)
Meters / Console View meters / Audio Meters (very narrow)
Meters / Console View meters / MIDI Meters

The uses of these elements are faily obvious.

5.11. Console Track I/O

Console view / Modules / In/Out / Background	Not used / Not yet identified
Console view / Modules / In/Out / Background (narrow)	Not used / Not yet identified
Console view / Modules / In/Out / Background (selected)	Not used / Not yet identified
Console view / Modules / In/Out / Background (narrow selected)	Not used / Not yet identified

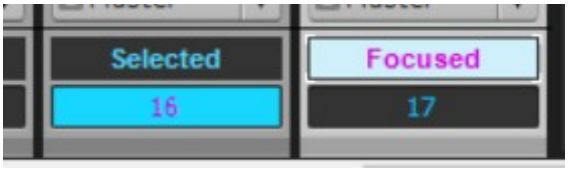
Just based on the default graphics, it would appear to be earler or alternative versions that don't support colored strips.

Console view / Modules / In/Out / Background
Console view / Modules / In/Out / Background (narrow)
Console view / Modules / In/Out / Input Control Icon
Console view / Modules / In/Out / Output Control Icon

5.12. Console Track Name/Number

Track view / Focused Track Text

Focused Track Name text color, and also Selected Track Number text color:



Also used in:
(other places - . see complete list)

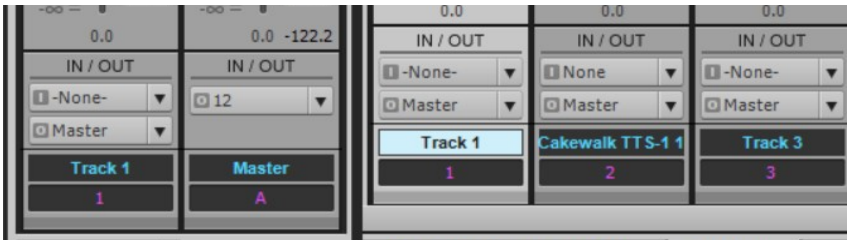
Console view / Track names and numbers / Track Name Background Focused

This image is the focused track name text background color:

It is easy to end up with unreadable text here. Be careful and co-ordinate with **Track View / Focused Track Background**, which is a color, not an image.

Track view / Unfocused Track Text

The Track number or Hardware output name:



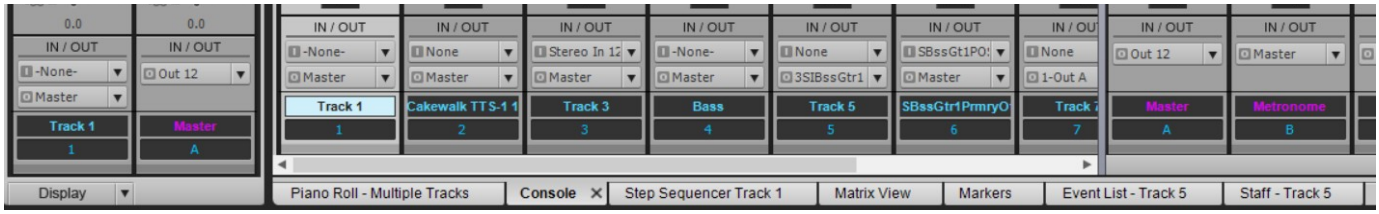
Also used in:
(other places - see complete list)

Console view / Track names and numbers / Audio Track Name Text

Looks like it is used for Audio, Instrument, and MIDI tracks:

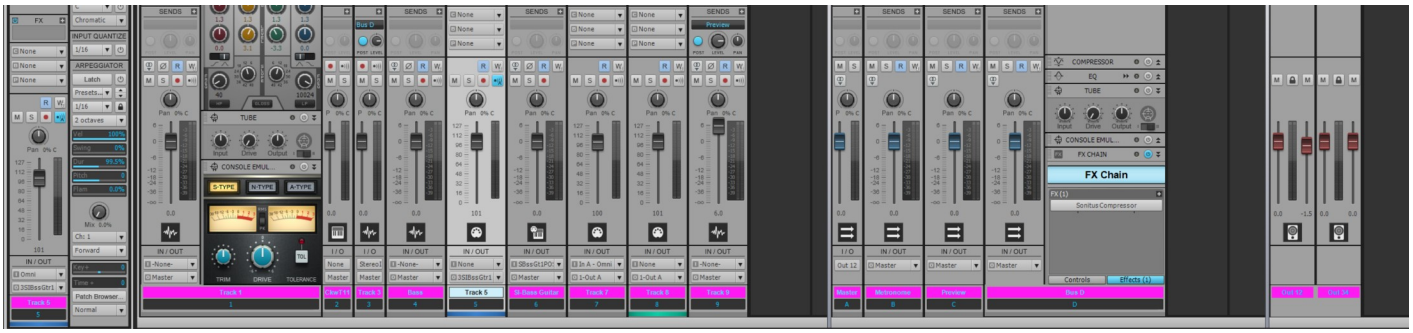
Console view / Track names and numbers / Synth Track Name Text

Console view / Track names and numbers / Bus Name Text



Console view / Track names and numbers / Track Name Background

Unfocused track name background. Used for Inspector, tracks, busses, hardware:



Console view / Track names and numbers / Track Number Background

The item image contains both selected and un-selected variations, illustrated here by tinting in different shades of pink:

Console view / Track names and numbers / Track Number Background (narrow)

The item image contains both selected and un-selected variations, illustrated here by tinting in different shades of pink:

Note that "selected" and "focused" are distinct states: In the image above, Track 2 is *selected*; Track 4 is *focused*.

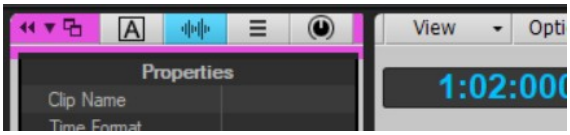
#ToDo: What controls the Track Number Text color for *selected* tracks?

`Console view / Modules / Track ID / Audio Track Name Background`	`Not used`
`Console view / Modules / Track ID / MIDI Track Name Text`	`Not used`
`Console view / Modules / Track ID / MIDI Track Name Background`	`Not used`
`Console view / Modules / Track ID / Instrument Track Name Text`	`Not used`
`Console view / Modules / Track ID / Instrument Track Name Background`	`Not used`
`Console view / Modules / Track ID / Synth Track Name Background`	`Not used`
`Console view / Modules / Track ID / Bus Name Background`	`Not used`
`Console view / Modules / Track ID / Hardware Output Name Text`	`Not used`
`Console view / Modules / Track ID / Hardware Output Name Background`	`Not used`

These elements do not appear to be used.

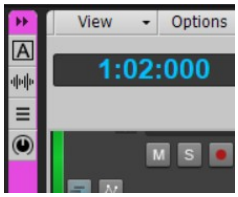
6. Inspector

`Inspectors / Frame Header 2x`
`Inspectors / Frame Header 1x`



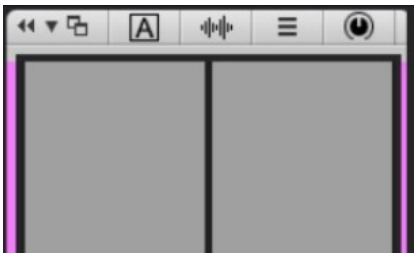
`Inspectors / Frame Footer x2`
`Inspectors / Frame Footer x1`

`Inspectors / Frame (collapsed)`



`Console view / Control Text and Values`
Used for the collapsed frame title text:

Global / View Border



Also used by:

(other places - see complete list)

Inspectors / Arranger Tab
Inspectors / Arranger Tab (small)
Inspectors / Arranger Tab (collapsed)
Inspectors / Clip Tab
Inspectors / Clip Tab (small)
Inspectors / Clip Tab (collapsed)
Inspectors / Track Tab
Inspectors / Track Tab (small)
Inspectors / Track Tab (collapsed)
Inspectors / Bus Tab
Inspectors / Bus Tab (small)
Inspectors / Bus Tab (collapsed)
Inspectors / ProChannel Tab
Inspectors / ProChannel Tab (small)
Inspectors / ProChannel Tab (collapsed)
Inspectors / MixStrip Tab
Inspectors / MixStrip Tab (small)
Inspectors / MixStrip Tab (collapsed)

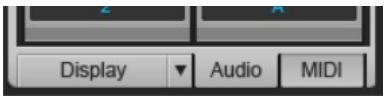
Inspectors / Display Menu

The second version of the image in the graphic (depressed? Mouse click?) does not appear to be used.

Inspectors / Audio Tab

Inspectors / MIDI Tab

These subsidiary tabs only show up when an Instrument track is selected, so that both the Audio and MIDI properties can be inspected:



Global / Horizontal Sliders

Property value text and sliders:

Also used in:
(other places - see complete list)

`Global / Check Box Small ON`
`Global / Check Box Small OFF`

The Background and label Text colors can not be changed in the Theme Editor - at least, so far we have not determined a way to do it.

6.1. MIDI Track Inspector

`Inspectors / Chorus/Reverb Background`
`Inspectors / Snap To Scale Background`
`Inspectors / Snap To Scale Piano`
`Inspectors / MIDI Enable Button`
States:

[1] Inactive / Off
[2] Mouse down / click
[3] Mouse over / hover
[4] Active / On
[5] not available / disabled

`Inspectors / MIDI Menu Pressed` Not used / Not yet identified
`Inspectors / MIDI Menu`
This is used for both normal and "pressed" (actually doesn't depress, just displays the popup menu):

`Inspectors / Input Quantize Background`

Inspectors / Arpeggiator Background

Inspectors / Arpeggiator Latch

One of the few cases where a unique button, including caption, is defined for an element.

Inspectors / Down Button

Inspectors / Up Button

Inspectors / Arpeggiator Lock Rate Button

Inspectors / Time+ Background

Inspectors / Patch Browser Button

One of the few cases where a unique button, including caption, is defined for an element.

Console view / Knob Unipolar

MIDI Mix; Chorus and Reverb:

Console View / Menu (pressed)

Console View / Menu

Pressed (Dark Pink) and un-pressed (Pink) buttons.

I'll re-iterate the comment from an earlier element:

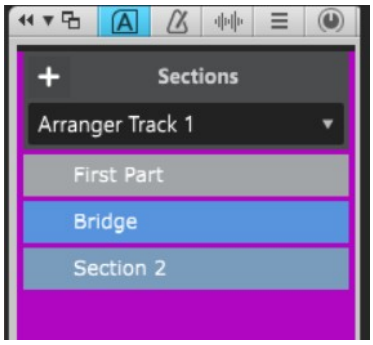
When customizing these images, bear in mind that neither of them actually shows a different state when "pressed". You might wish to make them visually identical, or use some graphic technique to make them look different, but indicating a "pressed state" doesn't seem useful.

Both the "Menu" and "Menu (pressed)" images are used for distinctly different buttons.
They might as well look functionally identical.

6.2. Arranger Inspector

`Console View / Background #1`

As of the 2021.04 release, this theme element is also used to fill the background of the Arranger Inspector:

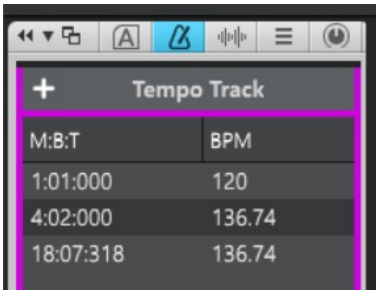


See also:
5. Console View

6.3. Tempo Inspector

`Console View / Background #1`

Tempo Inspector border:

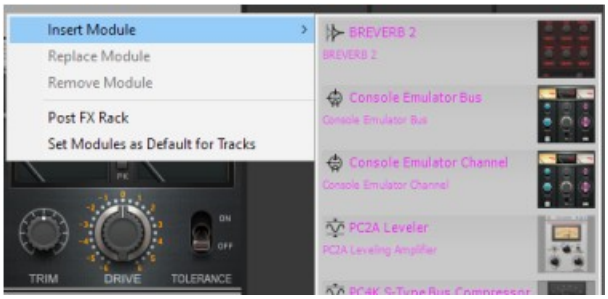


See also:
5. Console View

7. ProChannel

`Global / Menus / View Menu Text`

Header text, Insert Module menu text, and values:

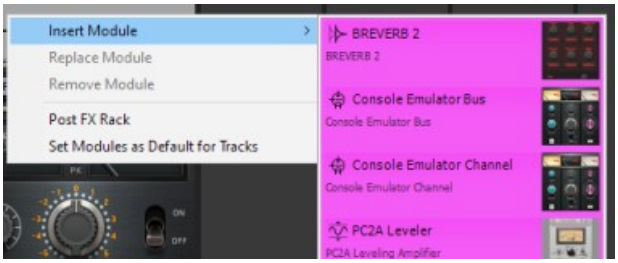


Also used by:

(other places - see complete list)

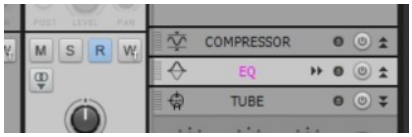
`Global / View Border`

Insert Module menu background:



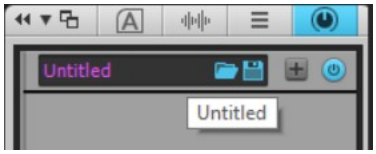
`Global / Alternative Text #1`

Selected module Header text color:



`Track view / Unfocused Track Text`

Preset name text color:



Also used in:

(other places - see complete list)

`ProChannel / Preset Load`

`ProChannel / Preset Save As`

`ProChannel / Preset Background`

This graphic theme element is only partially used to draw the UI:

This:

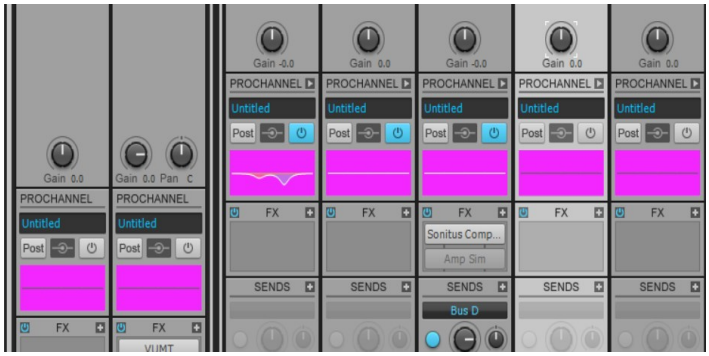
results in this:

As determined by sjoens, the grey region is actually rendered using **Console View** / **Unfocused Strip Background**.

ProChannel / Background	Not used / Not yet identified
ProChannel / EQ Background	Not used / Not yet identified

These may be obsoleted back when colored track strips were implemented.

ProChannel / EQ Plot



Note that the Narrow strip EQ plot is themed using:

Console View / Modules / ProChannel / EQ Plot (narrow)

ProChannel / Saturation Meter
ProChannel / Top Background
ProChannel / Add Module
ProChannel / Save Preset
ProChannel / Load Preset
ProChannel / Previous Preset
ProChannel / Next Preset
ProChannel / Zoom Module
ProChannel / Open ProChannel
ProChannel / Pre/Post Toggle

The five states are:

1. Inactive/Off
2. Click
3. MouseHover
4. Active/On
5. Disabled

Also used by:

5.2 Console view ProChannel Pre/Post toggle button

ProChannel / Global Meter
ProChannel / Saturation Meter
ProChannel / Enable
ProChannel / Switch (horizontal)
ProChannel / Switch (vertical)
ProChannel / Switch (horizontal inverted)
ProChannel / Clip Lamp
ProChannel / VU Background

ProChannel / Missing
ProChannel / Compressor
ProChannel / EQ
ProChannel / Saturation
ProChannel / Compressor Meter
ProChannel / Routing Icon Compressor
ProChannel / Routing Icon EQ
ProChannel / Routing Icon Saturation

Console view / Track names and numbers / Track Number ProChannel Background

The element contains both selected and un-selected variations:

Console view / Track names and numbers / Track Number Inspector Background

This theme element contains both selected and un-selected variation, and is used when the ProChannel tab is active in the Inspector:

7.1. ProChannel Modules

7.1.1. PC4K S-Type Bus Compressor

```
ProChannel / Modules / PC4K S-Type Bus Comp / Background
ProChannel / Modules / PC4K S-Type Bus Comp / Background
ProChannel / Modules / PC4K S-Type Bus Comp / VU Meter
ProChannel / Modules / PC4K S-Type Bus Comp / VU Meter Needle
ProChannel / Modules / PC4K S-Type Bus Comp / Ratio Knob
```

7.1.2. PC76 U-Type Channel Compressor

```
ProChannel / Modules / PC76 U-Type Channel Comp / Background
ProChannel / Modules / PC76 U-Type Channel Comp / Background
ProChannel / Modules / PC76 U-Type Channel Comp / VU Meter
ProChannel / Modules / PC76 U-Type Channel Comp / VU Meter Needle
ProChannel / Modules / PC76 U-Type Channel Comp / Ratio 4
ProChannel / Modules / PC76 U-Type Channel Comp / Ratio 8
ProChannel / Modules / PC76 U-Type Channel Comp / Ratio 12
ProChannel / Modules / PC76 U-Type Channel Comp / Ratio 20
ProChannel / Modules / PC76 U-Type Channel Comp / Ratio Inf
ProChannel / Modules / PC76 U-Type Channel Comp / Type
ProChannel / Modules / PC76 U-Type Channel Comp / Knob
ProChannel / Modules / PC76 U-Type Channel Comp / Screw
```

7.1.3. Equalizer

```
ProChannel / Modules / Equalizer / High
ProChannel / Modules / Equalizer / Hi Mid
ProChannel / Modules / Equalizer / HP Enable
ProChannel / Modules / Equalizer / Low
ProChannel / Modules / Equalizer / Lo Mid
ProChannel / Modules / Equalizer / LP Enable
ProChannel / Modules / Equalizer / Gloss
ProChannel / Modules / Equalizer / Style
ProChannel / Modules / Equalizer / Slope Knob
```

7.1.4. QuadCurve EQ

```
ProChannel / Modules / QuadCurve EQ / Background
ProChannel / Modules / QuadCurve EQ / Background (compact)
ProChannel / Modules / QuadCurve EQ / Background (lite)
ProChannel / Modules / QuadCurve EQ / Gloss
ProChannel / Modules / QuadCurve EQ / High
ProChannel / Modules / QuadCurve EQ / Hi Mid
ProChannel / Modules / QuadCurve EQ / HP Enable
ProChannel / Modules / QuadCurve EQ / Low
ProChannel / Modules / QuadCurve EQ / Lo Mid
ProChannel / Modules / QuadCurve EQ / LP Enable
ProChannel / Modules / QuadCurve EQ / Style
ProChannel / Modules / QuadCurve EQ / Slope Left Knob
ProChannel / Modules / QuadCurve EQ / Slope Right Knob
ProChannel / Modules / QuadCurve EQ / Hi Mid Knob
ProChannel / Modules / QuadCurve EQ / Hi Mid Knob Bipolar
ProChannel / Modules / QuadCurve EQ / Lo Mid Knob
ProChannel / Modules / QuadCurve EQ / Lo Mid Knob Bipolar
```

ProChannel / Modules / QuadCurve EQ / Switch
ProChannel / Modules / QuadCurve EQ / Switch Inverted
ProChannel / Modules / QuadCurve EQ / Graph Scale 0-6
ProChannel / Modules / QuadCurve EQ / Graph Scale 0-12
ProChannel / Modules / QuadCurve EQ / Graph Scale 0-18

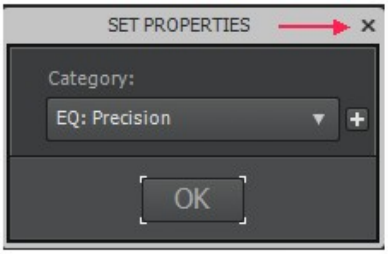
Inspectors / ProChannel / Modules / QuadCurve EQ / Lo Label
Inspectors / ProChannel / Modules / QuadCurve EQ / Lo Mid Label
Inspectors / ProChannel / Modules / QuadCurve EQ / Hi Mid Label
Inspectors / ProChannel / Modules / QuadCurve EQ / High Label

These color elements are used for the EQ parameter text labels. In the image below, I've used PINK for the **Lo Label** but they each work the same way:

Only one image needed to illustrate this, I think.

7.1.5. QuadCurve Equalizer fly-out

ProChannel / Modules / QuadCurve EQ fly-out / Background
ProChannel / Modules / QuadCurve EQ fly-out / Shadow Bottom Left
ProChannel / Modules / QuadCurve EQ fly-out / Shadow Bottom
ProChannel / Modules / QuadCurve EQ fly-out / Shadow Bottom Right
ProChannel / Modules / QuadCurve EQ fly-out / Shadow Right
ProChannel / Modules / QuadCurve EQ fly-out / Shadow Top Right
ProChannel / Modules / QuadCurve EQ fly-out / Pin Zoom Window
ProChannel / Modules / QuadCurve EQ fly-out / Close Zoom Window



Also used as the close box icon in the Add Track Flyout dialog, and the Browser Set Properties dialog.

```
ProChannel / Modules / QuadCurve EQ fly-out / Low Band Gain Knob
ProChannel / Modules / QuadCurve EQ fly-out / Lo Mid Band Gain Knob
ProChannel / Modules / QuadCurve EQ fly-out / Hi Mid Band Gain Knob
ProChannel / Modules / QuadCurve EQ fly-out / High Band Gain Knob
ProChannel / Modules / QuadCurve EQ fly-out / Low Band Knob
ProChannel / Modules / QuadCurve EQ fly-out / Lo Mid Band Knob
ProChannel / Modules / QuadCurve EQ fly-out / Hi Mid Band Knob
ProChannel / Modules / QuadCurve EQ fly-out / High Band Knob
ProChannel / Modules / QuadCurve EQ fly-out / Switch
ProChannel / Modules / QuadCurve EQ fly-out / HP Enable
ProChannel / Modules / QuadCurve EQ fly-out / LP Enable
ProChannel / Modules / QuadCurve EQ fly-out / Gloss
ProChannel / Modules / QuadCurve EQ fly-out / Meter
ProChannel / Modules / QuadCurve EQ fly-out / Enable
ProChannel / Modules / QuadCurve EQ fly-out / Style
```

7.1.6. Tube Saturation

```
ProChannel / Modules / Tube Saturation / Background
ProChannel / Modules / Tube Saturation / Background
ProChannel / Modules / Tube Saturation / Type Switch
```

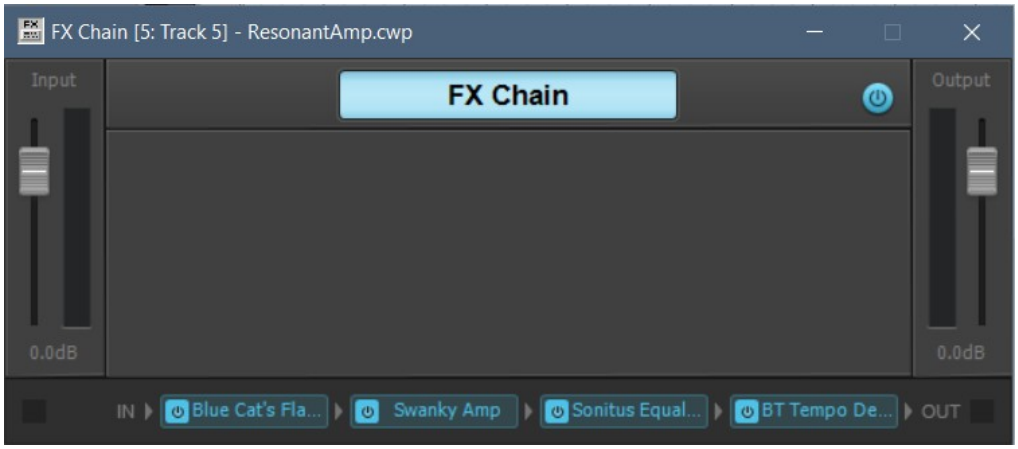
7.1.7. Categories

```
ProChannel / ProChannel Category / Default Category
ProChannel / ProChannel Category / Frequency Category
ProChannel / ProChannel Category / Dynamics Category
ProChannel / ProChannel Category / Simulation Category
ProChannel / ProChannel Category / Distortion Category
ProChannel / ProChannel Category / Time Category
ProChannel / ProChannel Category / Modulation Category
ProChannel / ProChannel Category / Imaging Category
ProChannel / ProChannel Category / FX Chain Category
ProChannel / ProChannel Category / Analysis Category
```

7.1.8. Menu Icons

```
ProChannel / ProChannel Menu Icons / PC4K Bus Compressor Menu Icon
ProChannel / ProChannel Menu Icons / PC76 Compressor Menu Icon
ProChannel / ProChannel Menu Icons / Tube Saturation Menu Icon
ProChannel / ProChannel Menu Icons / FX Chain Menu Icon
```

8. FX Chains



The appearance of this dialog is not controlled by the current Theme. The UI can be customized from inside Cakewalk. A variety of default images are available, see C:\Cakewalk Content\Cakewalk Core\FX Chain Graphics.

More here: Cakewalk manual > Effects Chains > Customizing the FX Chain UI

```
FX Chains / In separator
FX Chains / Out separator
FX Chains / Separator
FX Chains / Next button
FX Chains / Previous button
FX Chains / Vintage Bright button
FX Chains / Fader
FX Chains / Fader background
FX Chains / Vintage Bright knob
FX Chains / Routing power
```

8.1 ProChannel FX Chain module

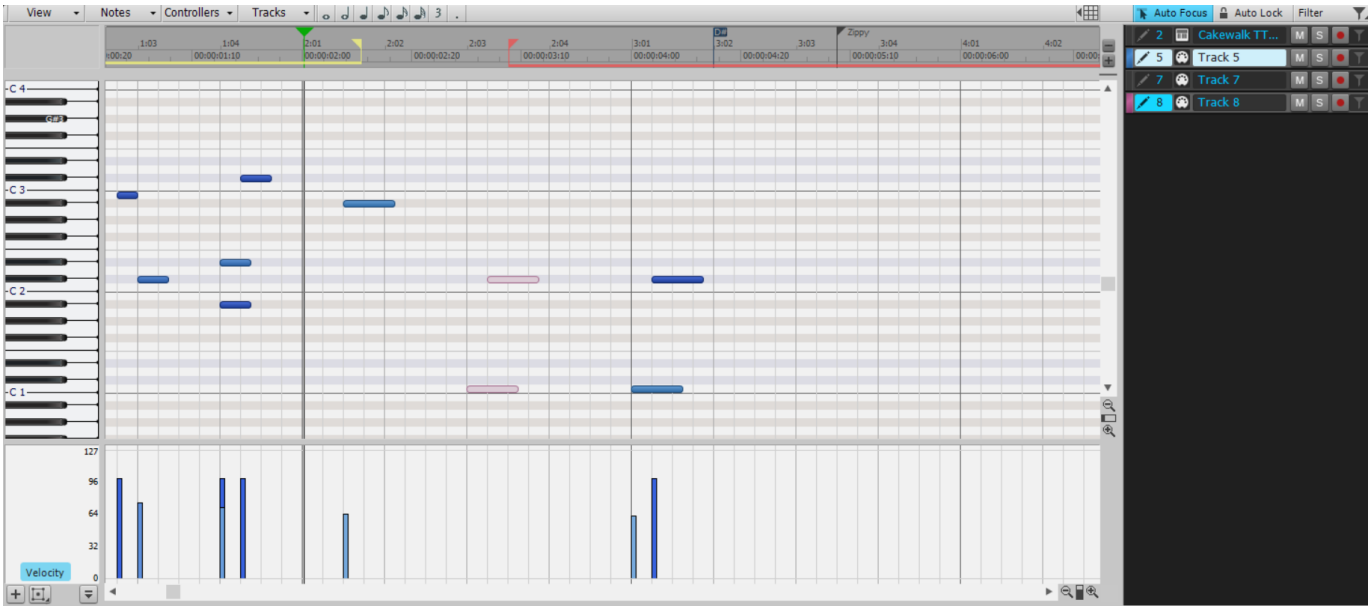
FX Chains / ProChannel Module / Header Background Top

FX Chains / ProChannel Module / Controls Background

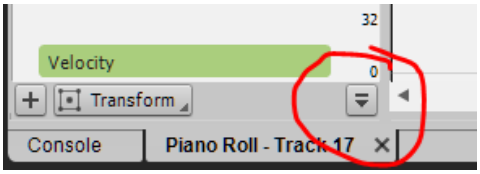
FX Chains / ProChannel module / Page Button
FX Chains / ProChannel module / Button
FX Chains / ProChannel module / Fader Background

9. Piano Roll View

Default appearance of the Piano Roll view (PRV):



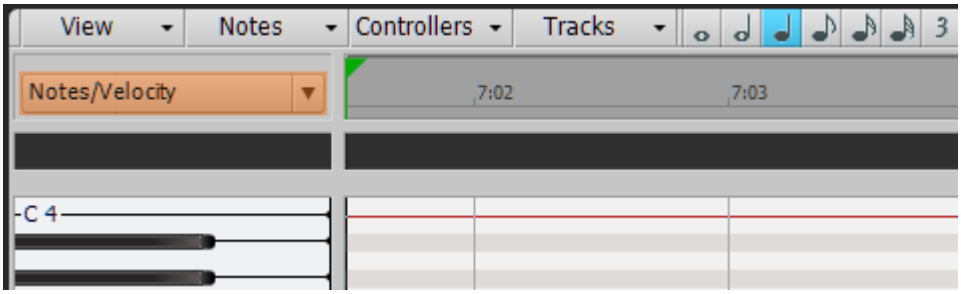
You can hide the Velocity/Controller pane by pressing the Collapse button:



This will show the velocity handles in-line with the notes, and reveal the Notes/Velocity options drop-down control at the top left:

`Loop Construction / Resolution Menu`

This element is used to paint the Notes/Velocity drop-down menu:



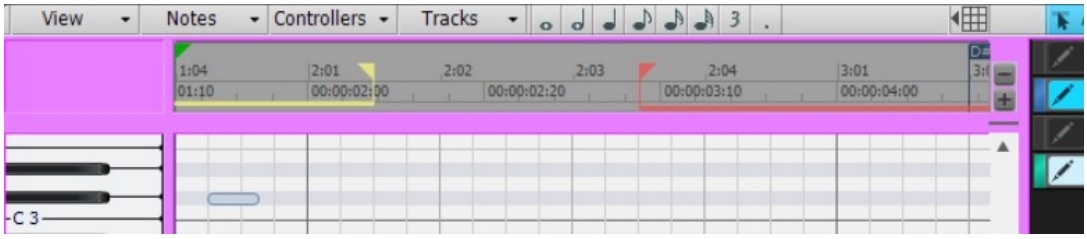
Note - the text color of the menu can not be changed.

Also used in:

Loop Construction view (duh)

Global / Toolbar Background

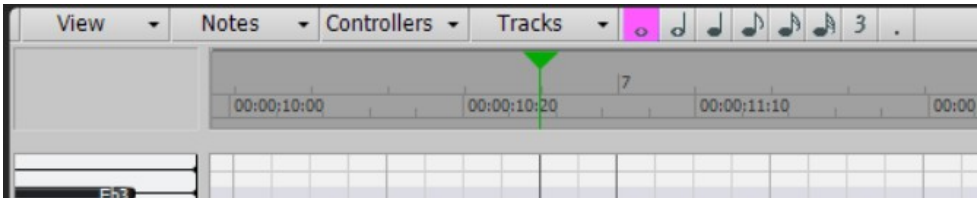
The Window background color:



Also used in:

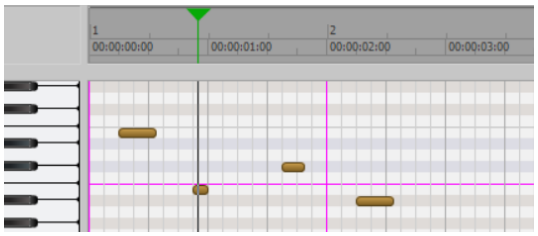
(other places - see complete list)

Global / Note Draw Duration Buttons / Whole
Global / Note Draw Duration Buttons / 1/2
Global / Note Draw Duration Buttons / 1/4
Global / Note Draw Duration Buttons / 1/8
Global / Note Draw Duration Buttons / 1/16
Global / Note Draw Duration Buttons / 1/32
Global / Note Draw Duration Buttons / Triplet
Global / Note Draw Duration Buttons / Dotted

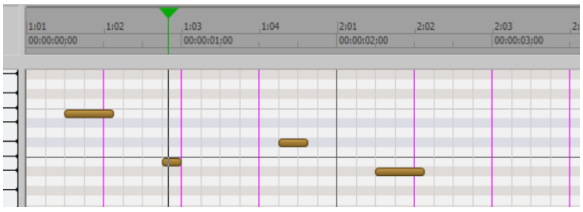


The Piano Roll View Grid Line colors are controlled elsewhere, under Global items:

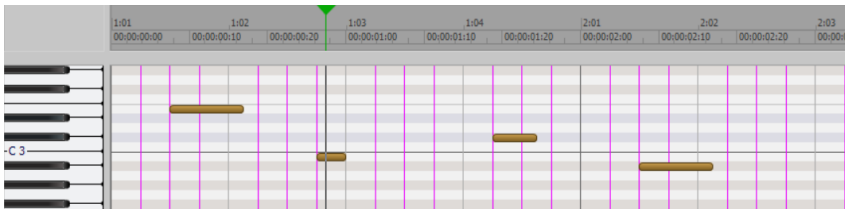
Global / Major Rules



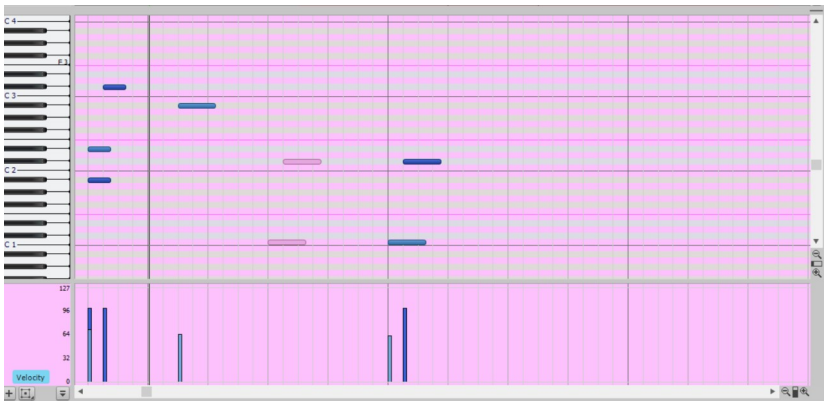
Global / Beat Rules



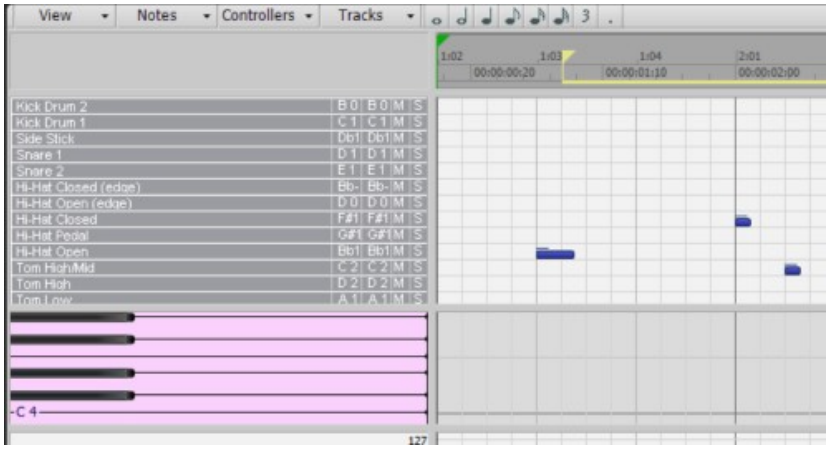
Global / Grid Rules



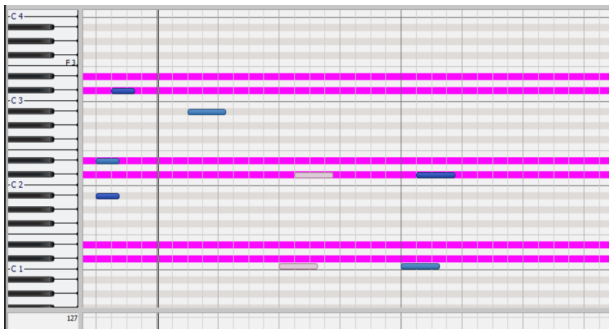
Piano Roll view / Grid Background

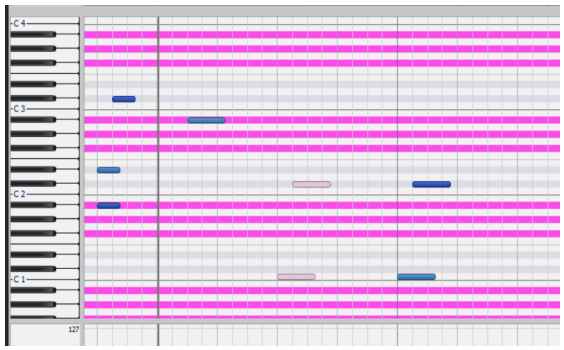


Piano Roll view / Grid Label Background

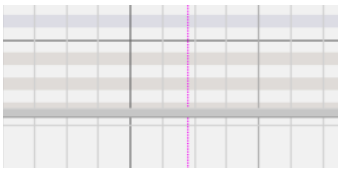


Piano Roll view / Black Keys Background (Db/Eb)
Piano Roll view / Black Keys Background (Gb/Ab/Bb)



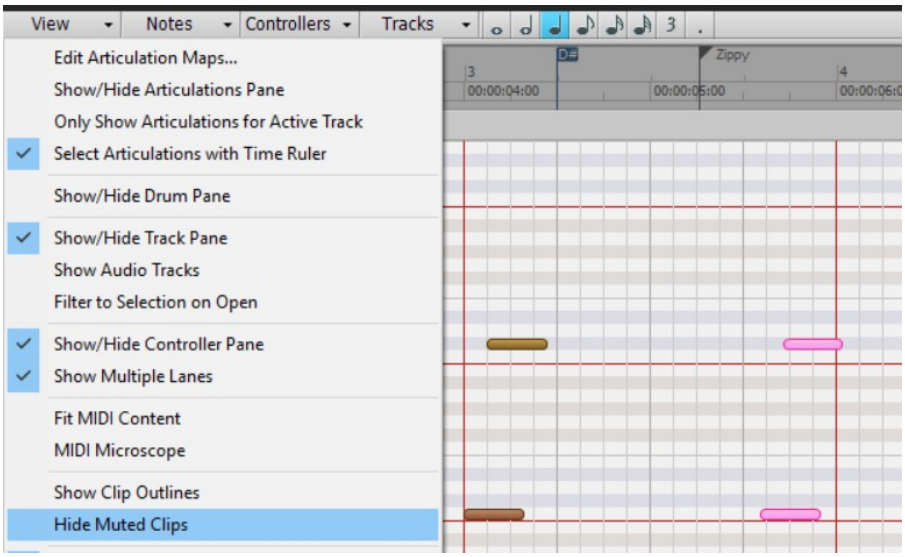


Piano Roll view / PRV Aim Assist line



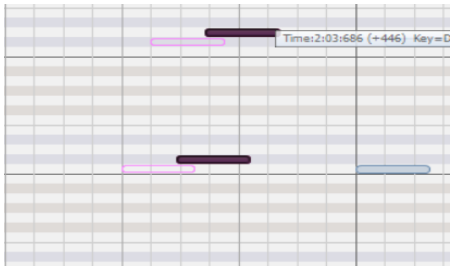
Piano Roll view / Muted MIDI Clip Data

Remember to disable the "Hide Muted Clips" option in order to see this theme element in use:



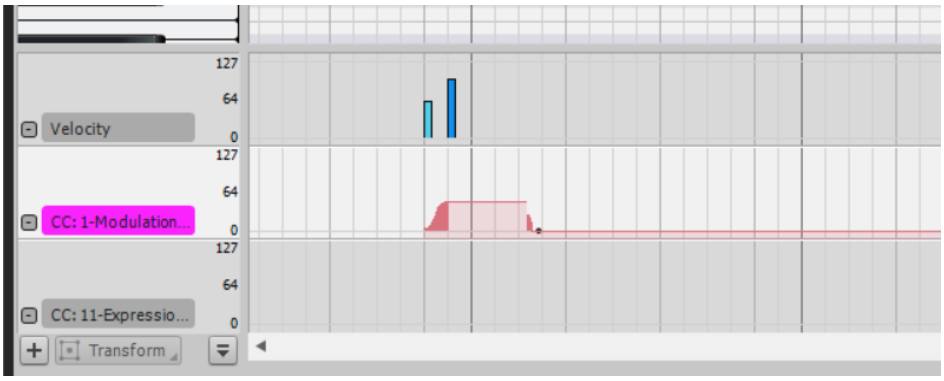
The defaul RGB value for this theme element is sub-optimal in both Mercury and Tungsten themes. @Starship Krupa recommends a grey tone, adjusted for taste. I agree. (See below for more.)

Piano Roll view / PRV Drag Contents



Track view / Focused Track Background

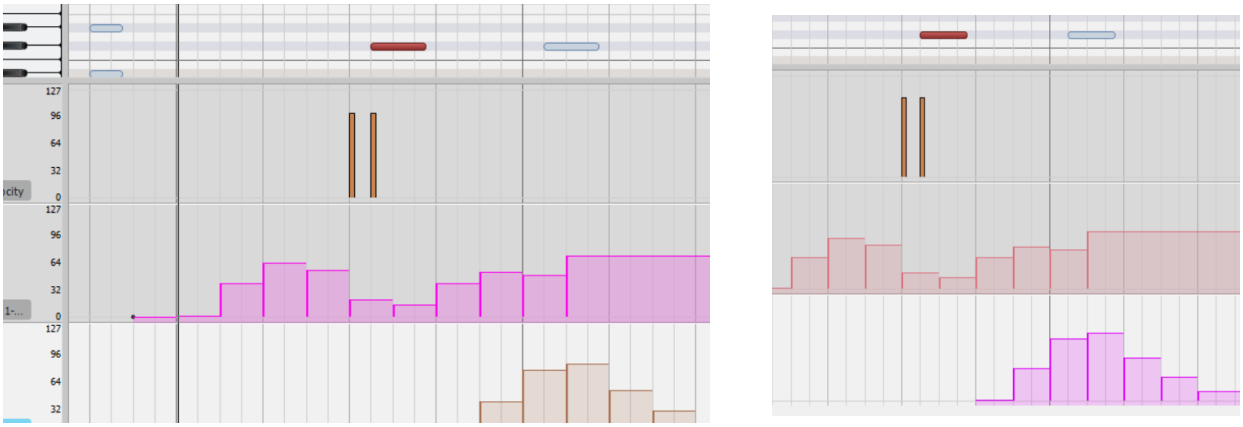
This color is used as a base for the highlighted name of the continuous controller which has the focus. Note that the color used is not as intense or bright as the original on which it is based.



Also used by:

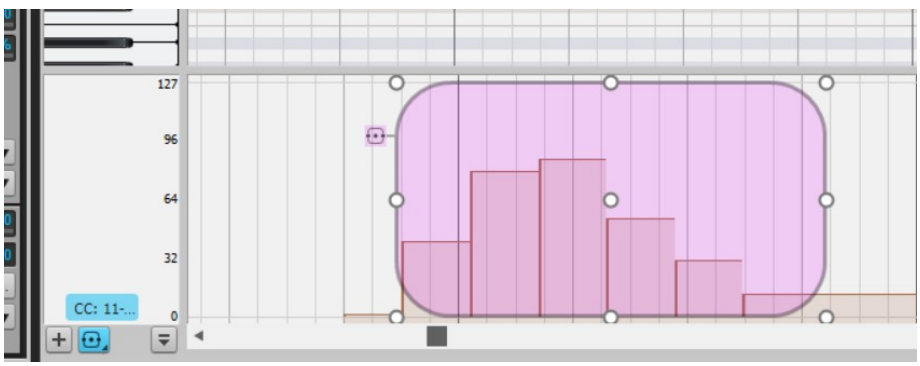
(other places - see complete list)

Piano Roll view / Continuous Event 1
Piano Roll view / Continuous Event 2
Piano Roll view / Continuous Event 3
Piano Roll view / Continuous Event 4
Piano Roll view / Continuous Event 5
Piano Roll view / Continuous Event 6
Piano Roll view / Continuous Event 7
Piano Roll view / Continuous Event 8



Shown above are temporary color alterations to **Event 3** (left) and **Event 5** (right), because those appeared to be the ones used by the two CC lanes I added.

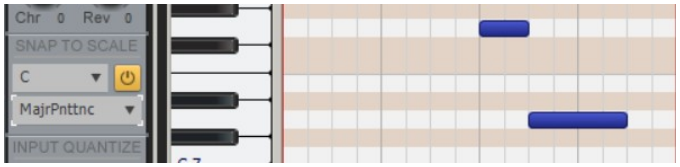
Piano Roll view / Transform Bounding Box



Piano Roll view / PRV Snap Override
Piano Roll view / Snap Musical Menu
Piano Roll view / Snap to MIDI Events
Piano Roll view / Snap to Markers
Piano Roll view / Add New Controller
Piano Roll view / Transform Tool
Piano Roll view / Transform Tool Small
Piano Roll view / Transform Tool Soft
Piano Roll view / Transform Tool Soft Small
Piano Roll view / Transform Normal
Piano Roll view / Transform Soft
Piano Roll view / Show/Hide Controller Pane

(Color Pref) **Snap To Scale Excluded Rows**

For MIDI tracks where the Snap To Scale feature has been enabled, the notes that do not belong to the selected scale are "greyed out" but you can assign a different color (shown here in pink):



Concerning selected MIDI events

Cakewalk changes the color of selected MIDI note events in the PRV by referencing the Luminance value of the PRV Grid Background color. Via experimentation, I've determined that:

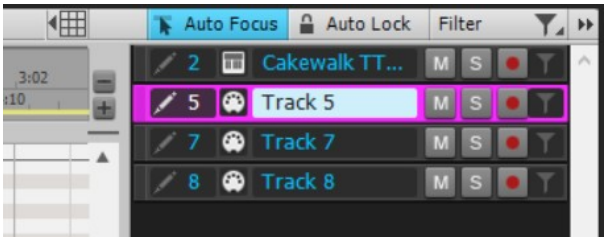
- For Luminance values < 120, the notes are hilighted in near-White.
- For Luminance values >= 120, the notes are highlighted by a dark version of the un-selected note color.

This ensures that selected notes are visible whatever the background grid color.

9.1 PRV Track Pane

`Track view / Track Pane / Active Strip Background`

This is the strip background of the selected track:

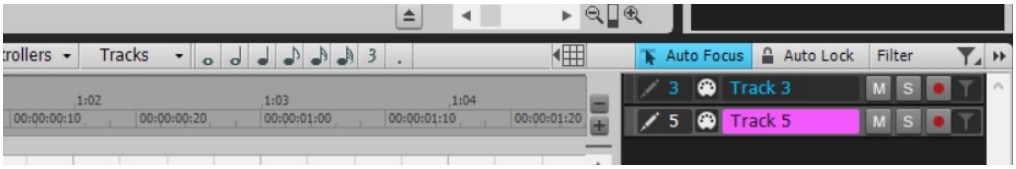


Also used by:

12. Staff view selected track background

`Track view / Focused Track Background`

This is the Focused Track Name background:

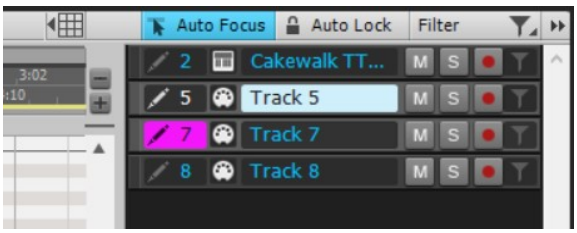


Also used in:

(see complete list)

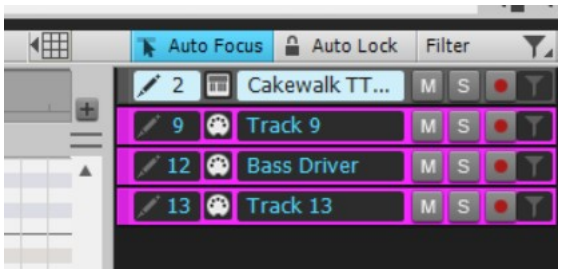
`Track view / Track Pane / Selected Track`

Selected track number background color:



`Track view / Track Pane / Strip Background`

Un-selected, un-focused Track list strip background color:

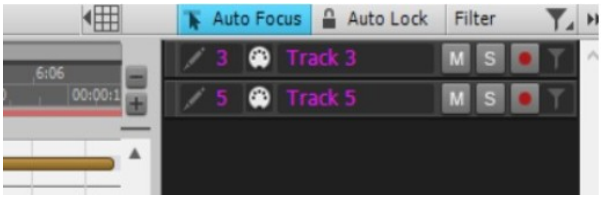


Also used by:

12. Staff view un-selected track background

Track view / Unfocused Track Text

Un-selected track text color:



Also used in:

(other places - see complete list)

Un-selected Track Name and Track Number Background

The un-selected *Track Name Background* and *Track Number Background* color appears to be hard-coded to 2C2C2C and does not have a corresponding Theme element.

I would expect this UI element to be controlled by Track View > Unfocused Track Background, (also 2C2C2C) but it isn't.

Compare this with Synth Rack Un-focused Synth Name Text background.

This does make color co-ordination of the PRV Track Pane and the Track View Track Pane somewhat constrained.

Piano Roll view / Track Pane / Auto Focus

Piano Roll view / Track Pane / Auto Lock

Piano Roll view / Track Pane / Filter

Piano Roll view / Track Pane / Add track to filter

This icon indicates whether a track is included in the current filter. The four impressions are:

1. Not in filter
2. Not in filter, mouse hovering over
3. In Filter
4. In Filter, mouse hovering over

Piano Roll view / Track Pane / Select track for editing

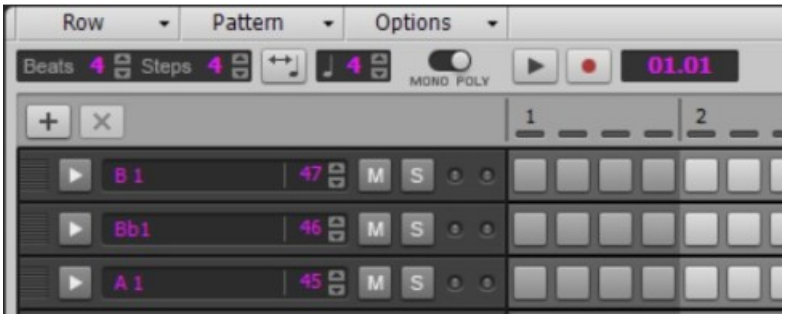
This icon indicates whether Track Events are visible and/or enabled for editing in the PRV. The image strip contains five 22 x 22 pixel gliphs, indicating:

1. Visible
2. Selected/Active track for editing
3. Not visible
4. Visible but read-only (in auto-lock mode)
5. Not visible (in auto-lock mode)

10. Step Sequencer

`Track view / Unfocused Track Text`

Sequencer Value text color:



Also used in:

(other places - see complete list)

`Step Sequencer / Step Button`

From a Cakewalk User Forum post by @Starship Krupa:

The Step Sequencer divides things into odd and even measures. Each step sequencer step can have 6 different states depending on whether it is in an odd or even measure, whether it's active (meaning you've clicked it to make a note sound), inactive (empty), and then whether it's highlighted because the playhead is currently over it. So if there are only 6 states, why do we have 12 cells?

This is so rows of contiguous active steps can have rounded corners at each end.

So in addition to all of the above, we also have images for the leftmost, middle, and rightmost active steps in a row, *plus* one for a single isolated step. This adds 3 button shapes plus their highlighted forms.

Without further ado, I present the different cells of this button and what states they represent:

Cell 1: Empty step in odd measure
Cell 2: Highlighted empty step in odd measure
Cell 3: Empty step in even measure
Cell 4: Highlighted empty step in even measure
Cell 5: Isolated step
Cell 6: Highlighted isolated step
Cell 7: Leftmost step in row of contiguous steps
Cell 8: Highlighted leftmost step
Cell 9: Inside step in row of contiguous steps
Cell 10: Highlighted inner step
Cell 11: Rightmost step in row of contiguous steps
Cell 12: Highlighted rightmost step

`Step Sequencer / Step Bar`
`Step Sequencer / Step Bar (Playing)`

`Step Sequencer / Step Button Bar (Off)`
`Step Sequencer / Step Button Bar (On)`

These are used to display the "hexagrams" that appear atop active step buttons

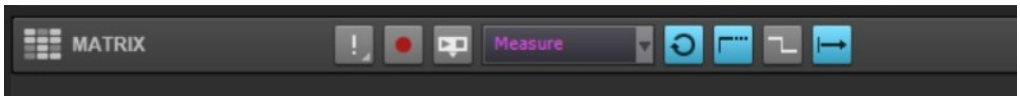
`Step Sequencer / Control Header Background`
`Step Sequencer / Control Ruler Background Top`

```
Step Sequencer / Control Ruler Background Bottom
Step Sequencer / Play Position Lamp
Step Sequencer / Track Background (Odd)
Step Sequencer / Track Background (Even)
Step Sequencer / Fit to Quarters
Step Sequencer / Mono/Poly Switch
Step Sequencer / Play
Step Sequencer / Step Record
Step Sequencer / Insert Row
Step Sequencer / Delete Row
Step Sequencer / Track Control Background
Step Sequencer / Track Control Background (selected)
Step Sequencer / Expand Row
Step Sequencer / Collapse Row
Step Sequencer / Value Spinner
Step Sequencer / Mute Button
Step Sequencer / Solo Button
Step Sequencer / Green Lamp
Step Sequencer / Orange Lamp
Step Sequencer / Track Control Background Expanded
Step Sequencer / Knob
Step Sequencer / Menu
Step Sequencer / Controller Background
Step Sequencer / Ruler Background Top
Step Sequencer / Ruler Background Bottom
```

11. Matrix view

Global / Horizontal Sliders

Drop-down menu text color:



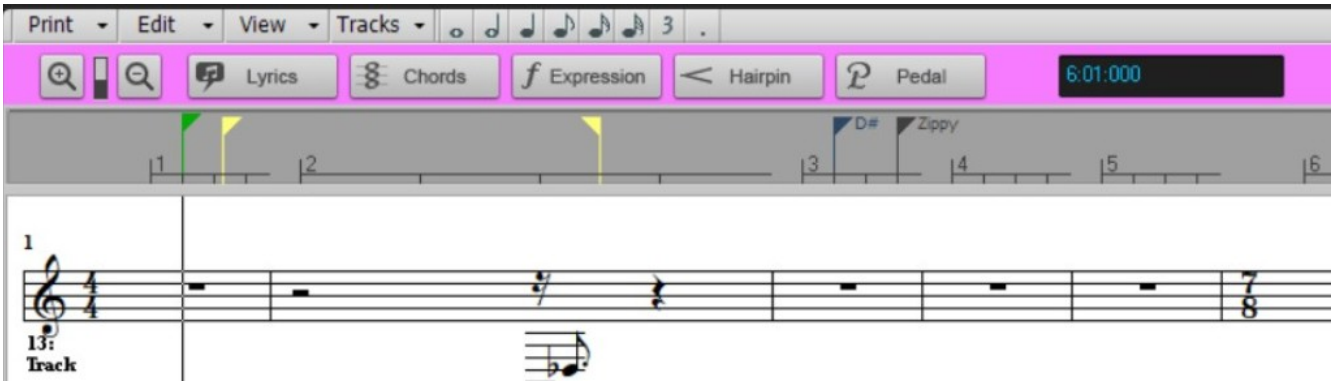
Also used in:

(other places - see complete list)

Matrix / Background Header Left
Matrix / Background Header
Matrix / Background Header Right
Matrix / Stop All Cells
Matrix / Capture Matrix Performance
Matrix / Follow Transport
Matrix / Trigger Resolution Menu
Matrix / Global Loop Mode
Matrix / Global Latch Mode
Matrix / Retrigger Mode
Matrix / Cell Start
Matrix / Cell MIDI Trigger Enable
Matrix / Matrix Options
Matrix / Column Trigger
Matrix / Row Background (empty)
Matrix / Row Background
Matrix / Row Background (selected)
Matrix / Direct Mode
Matrix / Row Mute
Matrix / Row Solo
Matrix / Row Destination Track Menu
Matrix / Cell Background (empty)
Matrix / Cell Background
Matrix / Cell Play
Matrix / Cell Loop Mode
Matrix / Cell Latch Mode
Matrix / Cell Trigger A/B
Matrix / Cell MIDI Learn

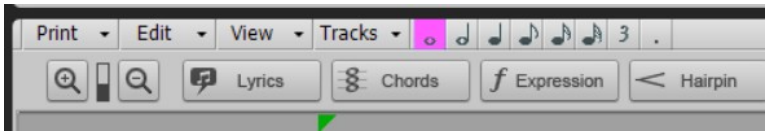
12. Staff View

`Global / View Border`

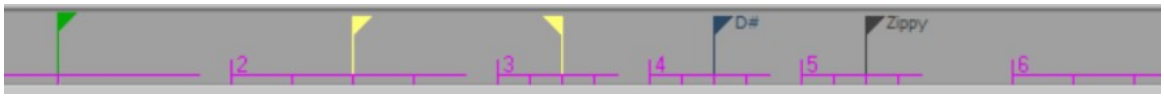


Also used by:
(other places - see complete list)

`Global / Note Draw Duration Buttons / Whole`
`Global / Note Draw Duration Buttons / 1/2`
`Global / Note Draw Duration Buttons / 1/4`
`Global / Note Draw Duration Buttons / 1/8`
`Global / Note Draw Duration Buttons / 1/16`
`Global / Note Draw Duration Buttons / 1/32`
`Global / Note Draw Duration Buttons / Triplet`
`Global / Note Draw Duration Buttons / Dotted`



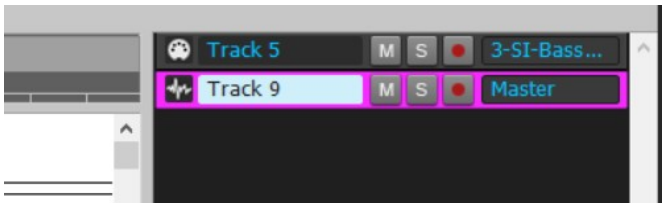
`Time Ruler / Track View Time Ruler Digits`



Also used in:
(see complete list)

`Track view / Track Pane / Active Strip Background`

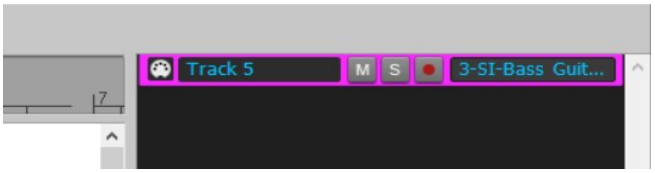
Selected track background color:



Also used by:
9.1. Piano Roll view focused track background

Track view / Track Pane / Strip Background

Un-selected track background color:

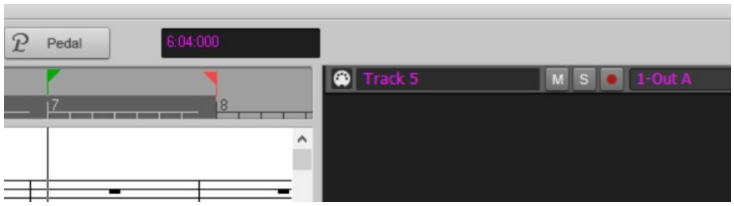


Also used by:

9.1. Piano Roll view un-focused track background

Track view / Unfocused Track Text

Un-selected track text color:



Also used in:

(other places - see complete list)

Staff view / Zoom In

Staff view / Zoom Out

Staff view / Lyrics

Staff view / Chords

Staff view / Expression

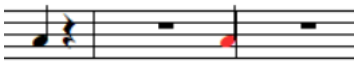
Staff view / Hairpin

Staff view / Pedal

Staff view / Now Time Display

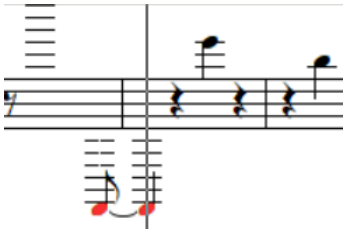
(Color Pref) **Events**

Used when drawing a new note/event in the Staff view:



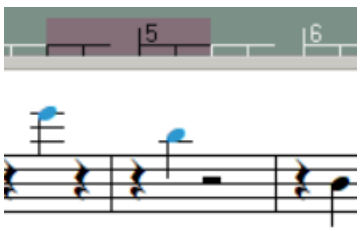
(Color Pref) **Note that is on**

Highlighting events during play-back:



(Color Pref) **Values**

Selected notes/events in the Staff view:



12.1. Guitar Fretboard

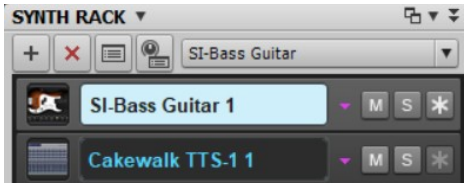
```
Staff view / Guitar / Rosewood Wood Grain (hi res)
Staff view / Guitar / Rosewood Wood Grain (lo res)
Staff view / Guitar / Ebony Wood Grain (hi res)
Staff view / Guitar / Ebony Wood Grain (lo res)
Staff view / Guitar / Maple Wood Grain (hi res)
Staff view / Guitar / Maple Wood Grain (lo res)
Staff view / Guitar / Pearl Fret Dots
Staff view / Guitar / Black Fret Dots
```

13. Synth Rack View

```
Browser / Synth Rack / Insert Synth
Browser / Synth Rack / Delete Synth
Browser / Synth Rack / Insert Synth Options
Browser / Synth Rack / Synth Properties
```

Browser / Synth Rack / Synth Strips / Synth Name Text

This color is used in the drop-down menu icon:



It is also used for the bank/patch information for the un-docked Synth Rack:

Browser / Synth Rack / Synth Strips / Connect/Disconnect Synth (undocked)

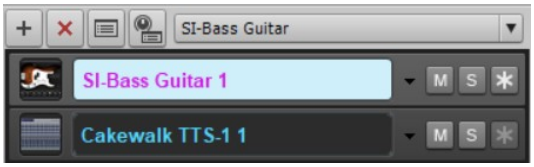
That's the round blue button in the image on the left, above.

Global / View Border

Also used in:
(other places - see complete list)

Track view / Focused Track Text

Focused synth name text



Also used in:
(other places - . see complete list)

Track view / Focused Track Background

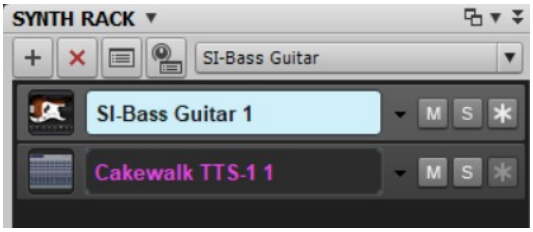
Focused synth name background:

Also used in:
(see complete list)

Track view / Audio Track Name Text

Un-focused Synth Name text:

As of 2020.08: The unfocused Synth Name background color is 2C2C2C and does not appear to have a corresponding Theme element.

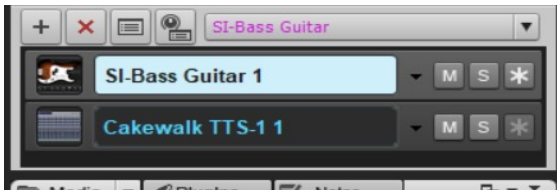


Also used in:

3.4. Track view Track Strip un-focused Audio Track name text

Global / Menus / View Menu Text

Drop-down menu text color:



Also used in:

(other places - see complete list)

Browser / Media Browser / Content Location Menu

Synth automation Drop-down menu:

Also used in:

4. Media Browser content location menu

Browser / Synth Rack / Synth Strips / Synth Name Bezel (undocked)

The portion of the display not used for the Synth Name shows the Bezel image as background to the patch instance detail:

Browser / Synth Rack / Synth Strips / Synth Name Bezel (docked) No longer used as of 2020.08

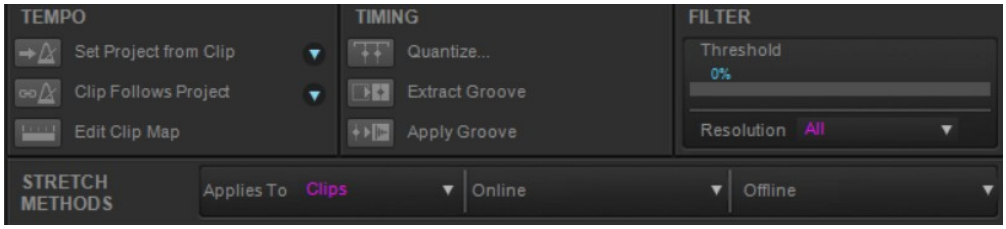
As of version 2020.08, the docked Synth Rack does not use **Synth Name Bezel** theme element for displaying the synth name. This makes it easier to identify the selected Synth row, and is consistent with "selected" items in the Track view.

Browser / Synth Rack / Synth Strips / Previous Preset
Browser / Synth Rack / Synth Strips / Next Preset
Browser / Synth Rack / Synth Strips / Assign Controls
Browser / Synth Rack / Synth Strips / Show/Hide Assigned Controls
Browser / Synth Rack / Synth Strips / Linear Knob

14. AudioSnap

Track view / Unfocused Track Text

Drop-down menu value text:



Also used in:

(other places - see complete list)

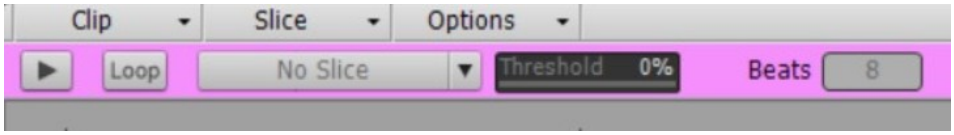
AudioSnap / AudioSnap Pool Lines
AudioSnap / Musical Snap Pool Lines
AudioSnap / Snap Assist Line
AudioSnap / Active Snap Assist Line

14.1 AudioSnap Palette

AudioSnap / Palette / Background
AudioSnap / Palette / Enable/Disable AudioSnap on Selected Clips
AudioSnap / Palette / Copy AS MIDI
AudioSnap / Palette / Split Beats Into Clips
AudioSnap / Palette / Set Clip Time Base
AudioSnap / Palette / Set AudioSnap Options
AudioSnap / Palette / Set Project Tempo From Clip
AudioSnap / Palette / Clip Follows Project
AudioSnap / Palette / Edit Clip Map
AudioSnap / Palette / Quantize
AudioSnap / Palette / Extract Groove
AudioSnap / Palette / Apply Groove
AudioSnap / Palette / Menu Arrow

15. Loop Construction

Global / Toolbar Background



Also used in:
(other places - see complete list)

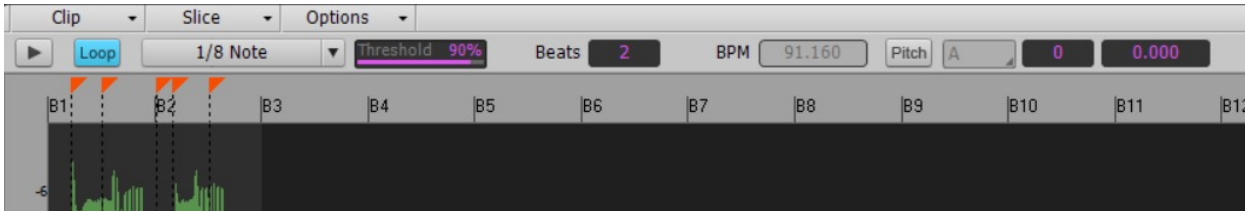
Global / Menus / View Menu Text

Toolbar text labels:

Also used by:
(other places - see complete list)

Track view / Unfocused Track Text

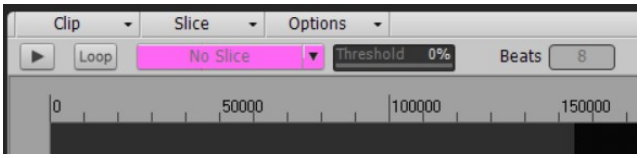
Toolbar values:



(When Loop is active; otherwise, values are painted in **Disabled Control Text**)

Also used in:
(other places - see complete list)

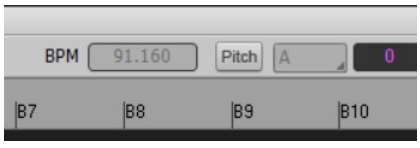
Loop Construction / Play
Loop Construction / Loop
Loop Construction / Resolution Menu



Also used in:
PRV Notes/Velocity menu

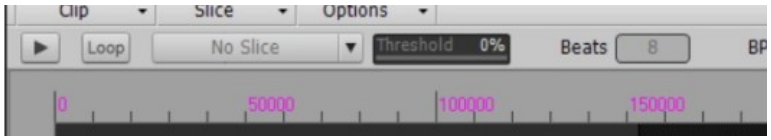
Loop Construction / Pitch
Loop Construction / Pitch Drop-down Menu

Both elements are shown here:



Global / Window Text

Ruler digits:

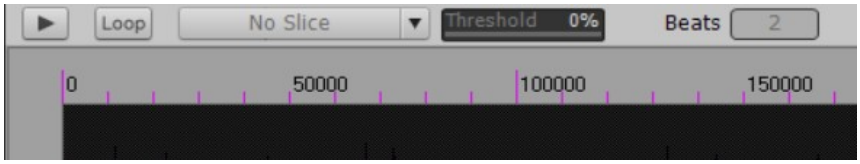


Also used by:

16. Event List view footer text

Time Ruler / Track View Time Ruler Digits

Ruler tick marks:



Also used in:

(see complete list)

Time Ruler / Time Ruler Background

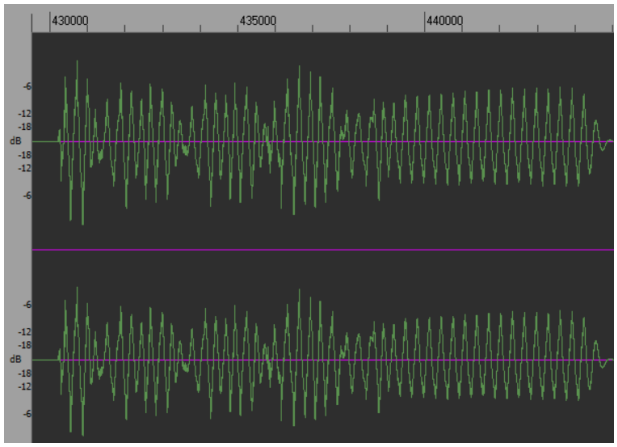
Window background:

Also used in:

(other places - see complete list)

Time Ruler / Markers / Markers

0 db and channel divider lines:

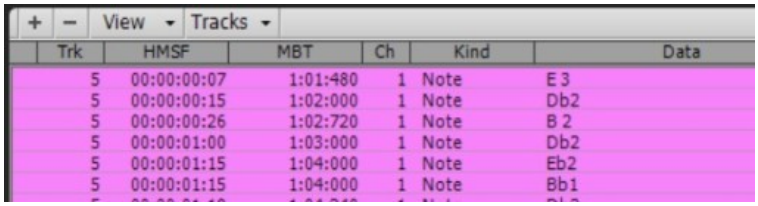


Also used in:

16. Event List

Global / Window Background

List background color:

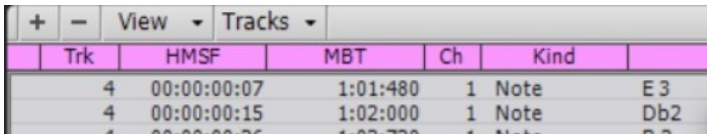


Also used by:

21. Temp view grid background

Time Ruler / Time Ruler Background

Column header background color:

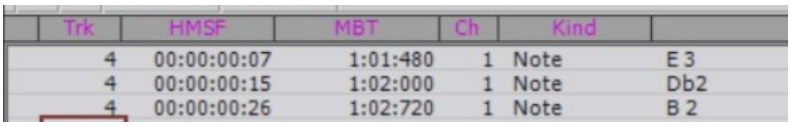


Also used in:

(other places - see complete list)

Global / Menus / View Menu Text

Column header title text:

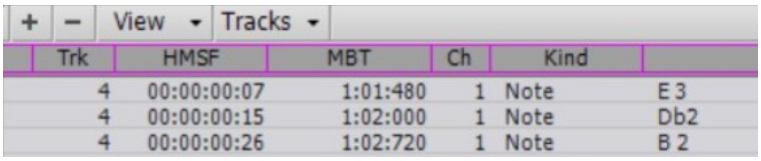


Also used by:

(other places - see complete list)

Time Ruler / Track View Time Ruler Digits

Column header outline:

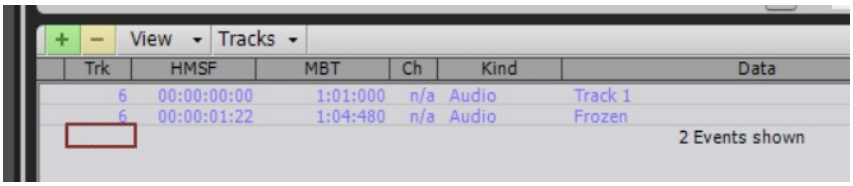


Also used in:

(see complete list)

Meter/Key view / Insert

Meter/Key view / Delete



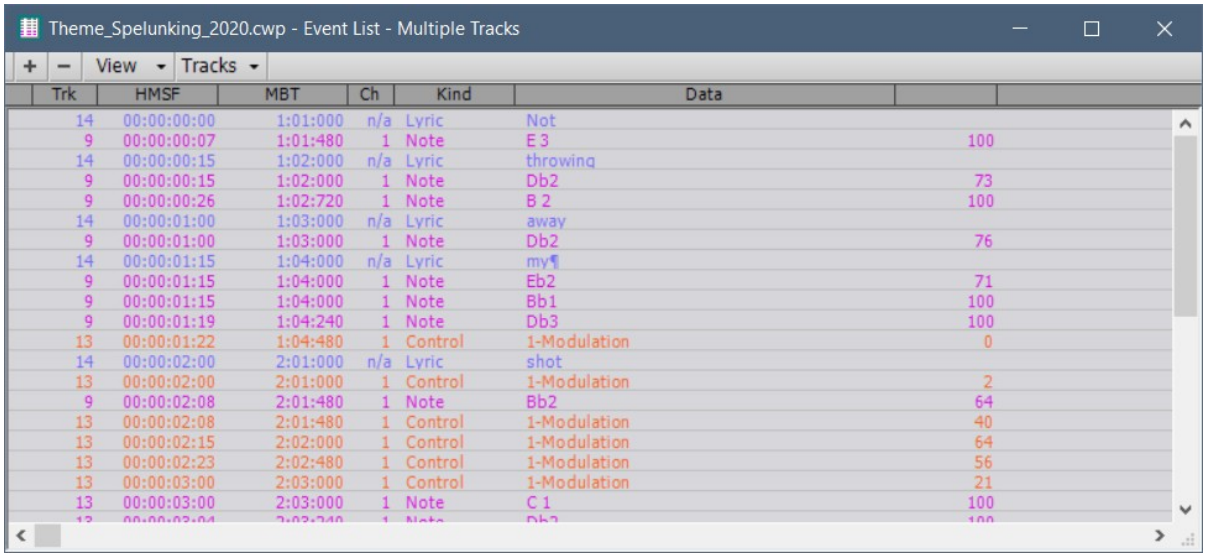
Also used in:

20. Markers view

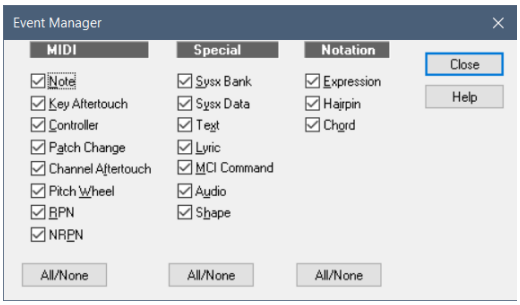
22. Meter/Key view

Event List / Note Events

Notice that this affects "note" event text only. Other types of events are colored differently:



There are quite a few types of events:



The pink rows are note events. Lyrics are purple; controllers are orange; etc. These colors can be changed in the Preferences > Colors:

(Color Pref) **Event List ChanAftEvents**
(Color Pref) **Event List Control Events**
(Color Pref) **Event List KeyAft Events**
(Color Pref) **Event List Note Events**
(Color Pref) **Event List Patch Events**
(Color Pref) **Event List Special Events**
(Color Pref) **Event List Sysx Events**
(Color Pref) **Event List Wheel Events**

Global / Window Text

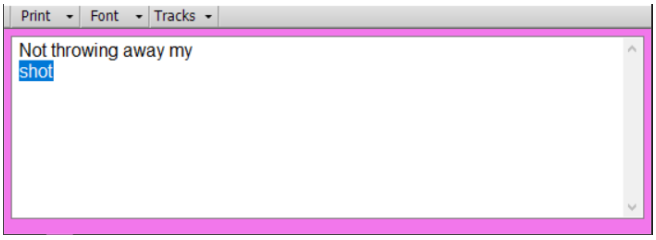
Footer text color:

Also used by:

15. Loop Construction view Ruler Digits

17. Lyrics

Global / Toolbar Background



Can the text/background colors be changed? Probably not.

Also used in:

(other places - see complete list)

18. Video

The user can customize the font, font color, and background color from within the application, via right-click context menus. There are no theming elements involved.

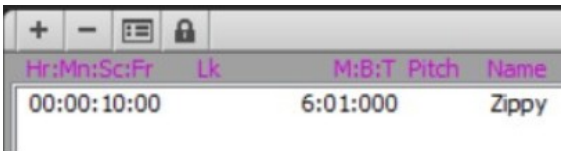
19. Big Time

The user can customize the font, font color from within the application, by clicking in the window. There are no theming elements involved. I don't believe the background color can be changed.

20. Markers

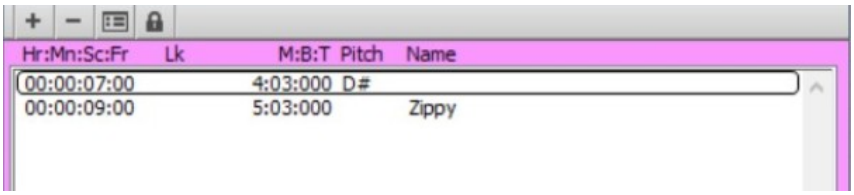
`Global / Menus / View Menu Text`

Column title text:



Also used by:
(other places - see complete list)

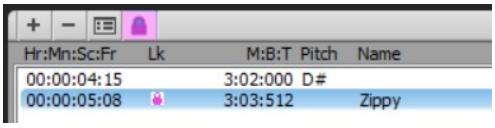
`Time Ruler / Time Ruler Background`



Also used in:
(other places - see complete list)

`Markers / Lock/Unlock Marker`

This is the button in the toolbar that sets the current marker row as locked to SMPTE time, and won't move even if the Tempo of the project is changed.



`Markers / Marker Lock Indicator`

The "lock" indicator appears against locked rows (see image above)

2020.04 Note:

There was a bug fix documented against the 2020.04 release of Cakewalk that said: "Marker view 'Lk' column does not show locked status in Tungsten theme." This was accompanied by a PSA stating "Existing custom themes may not display properly in version 2020.04 until the themes have been updated. If you use custom themes, please be aware of the following additions/changes in Theme Editor:", and included in the list was the Markers view "Marker Lock Indicator".

Subsequent to that change, none of my custom themes were displaying the Lk mark against Marker rows. It's almost as though the bug fix in the product had prevented default **Marker Lock Indicator** elements from being used correctly.

Currenly, the solution appears to be that if you create a custom theme, you MUST include a custom **Marker Lock Indicator**, otherwise it won't be visible.

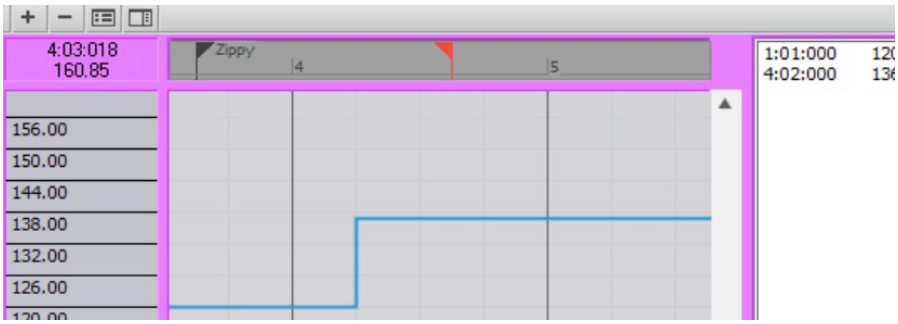
`Meter/Key view / Insert`
`Meter/Key view / Delete`
`Meter/Key view / Properties`

Also used in:
16. Event List view
22. Meter/Key view

21. Tempo view (Obsolete from 2021.04 on)

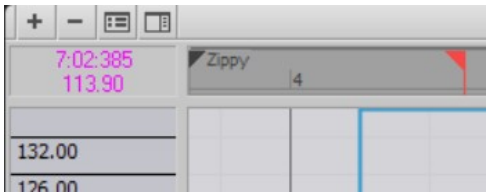
NOTE: As of release 2021.04, the Tempo View has been replaced with a special track in the Track View, the **Tempo Track**. So this chapter is retained here for historical reasons, for now, but may be removed at a later date.

`Global / Toolbar Background`



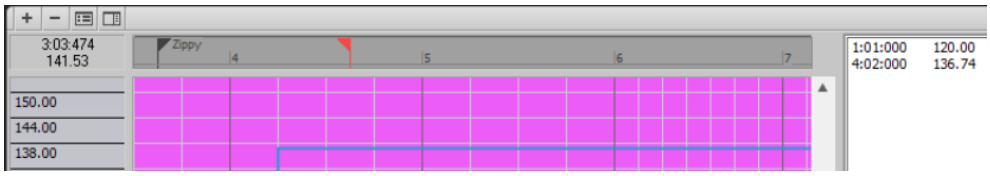
Also used in:
(other places - see complete list)

`Global / Menus / View Menu Text`



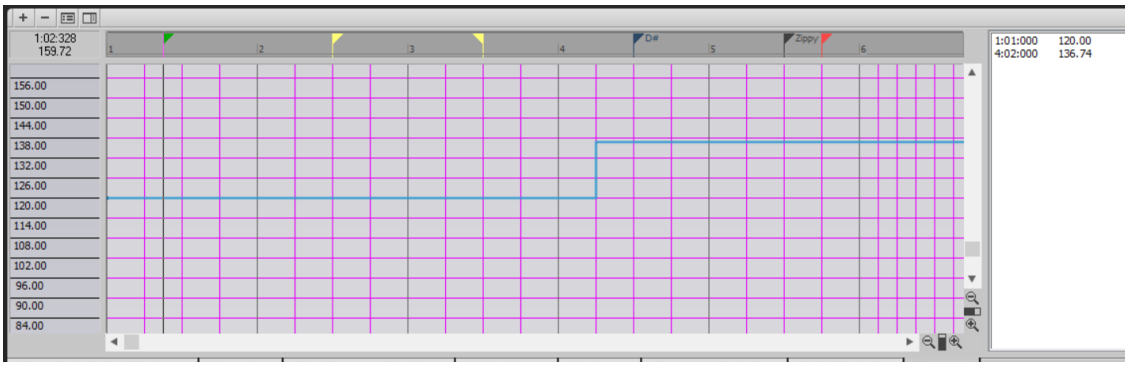
Also used by:
(other places - see complete list)

`Global / Window Background`



Also used by:
16. Event List view list background

Tempo view / Rules



Tempo view / Insert Tempo

Tempo view / Delete Tempo

Also used by:

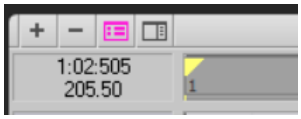
16. Event List view
20. Markers view
22. Meter/Key view

Tempo view / Tempo Properties

Also used by:

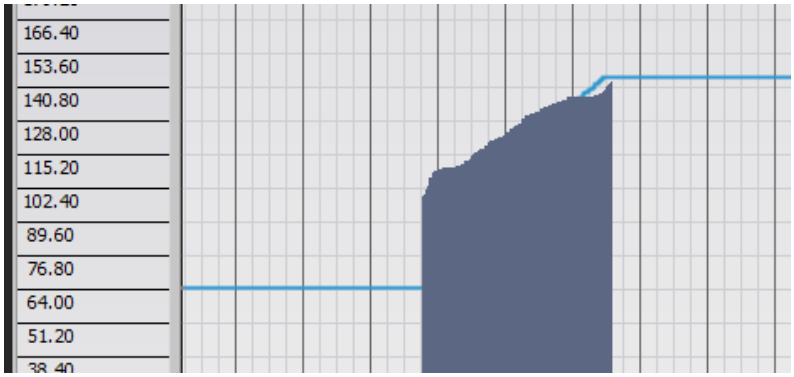
22. Meter/Key view

Tempo view / Tempo List



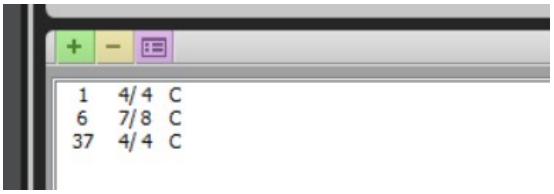
(ColorPref) Drawing

This color is used to shade the area under the mouse-drawn curve when editing the Tempo curve with the mouse:



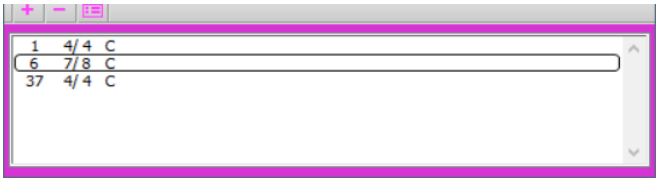
22. Meter/Key

Meter/Key view / Insert
Meter/Key view / Delete
Meter/Key view / Properties



Also used in:
16. Event List view
20. Markers view

Time Ruler / Time Ruler Background

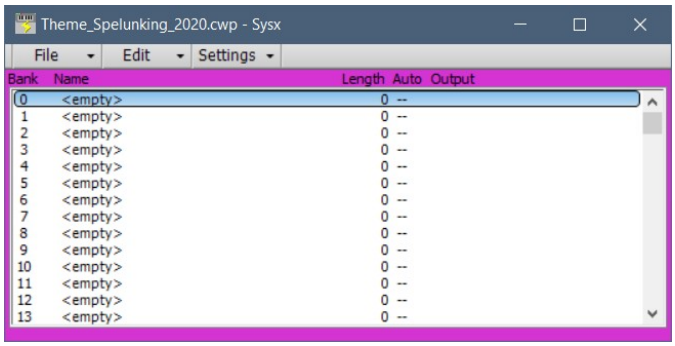


Also used in:
(other places - see complete list)

23. Sysx

Time Ruler / Time Ruler Background

Window background:

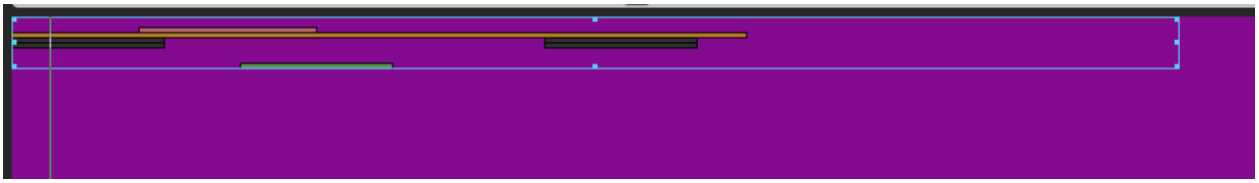


Also used in:

(other places - see complete list)

24. Navigator

Navigator / Background



Also:

(Color Pref) **Navigator Track Rectangle**

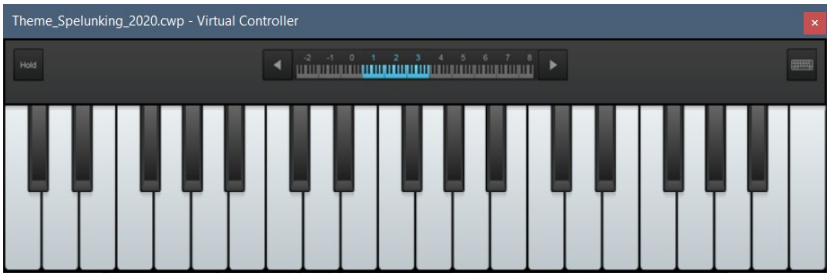
25. Surround Panner

Surround / Large Surround Panner
Surround / Speaker 0
Surround / Speaker 0 Off
Surround / Speaker 30
Surround / Speaker 30 Off
Surround / Speaker 45
Surround / Speaker 45 Off
Surround / Speaker 60
Surround / Speaker 60 Off
Surround / Speaker 90
Surround / Speaker 90 Off
Surround / Menu
Surround / LFE Button
Surround / Surround Quad
Surround / Surround 5.1
Surround / Surround 6.1
Surround / Surround LRCS
Surround / Surround LCR
Surround / Surround XXX

26. Virtual Controllers

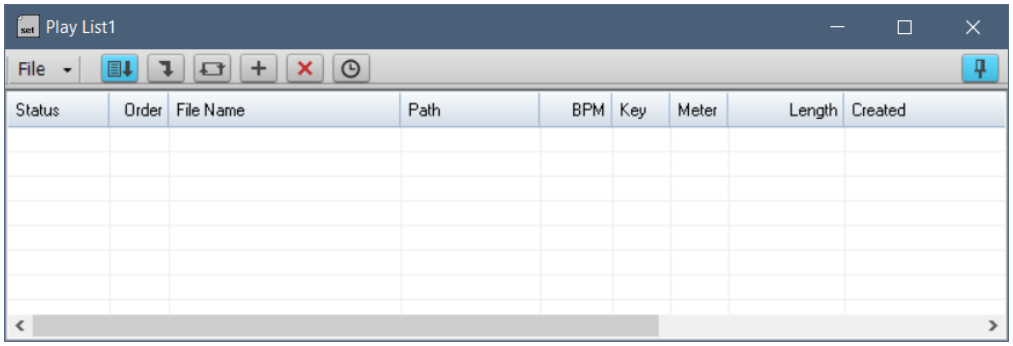
```
Virtual Controller / Piano Key Range
Virtual Controller / Background
Virtual Controller / Modulation 1
Virtual Controller / Modulation 2
Virtual Controller / Modulation 3
Virtual Controller / Modulation 3
Virtual Controller / Modulation 4
Virtual Controller / Modulation 5
Virtual Controller / Hold (Tab)
Virtual Controller / W
Virtual Controller / E
Virtual Controller / T
Virtual Controller / Y
Virtual Controller / U
Virtual Controller / O
Virtual Controller / P
Virtual Controller / A
Virtual Controller / S
Virtual Controller / D
Virtual Controller / F
Virtual Controller / G
Virtual Controller / H
Virtual Controller / J
Virtual Controller / K
Virtual Controller / L
Virtual Controller / Semi-Colon
Virtual Controller / Apostrophe
Virtual Controller / Octave Down (Z)
Virtual Controller / Octave Up (X)
Virtual Controller / Velocity Down (C)
Virtual Controller / Velocity Up (V)
Virtual Controller / Play/Stop (Spacebar)
Virtual Controller / Octave Down (Left Arrow)
Virtual Controller / Velocity Up (Up Arrow)
Virtual Controller / Velocity Down (Down Arrow)
Virtual Controller / Octave Up (Right Arrow)
```

26.1. Virtual Piano




```
Virtual Controller / Piano / Sustain (Hold)
Virtual Controller / Piano / Octave Down
Virtual Controller / Piano / Piano Keys Unlit
Virtual Controller / Piano / Piano Keys Lit
Virtual Controller / Piano / Octave Up
Virtual Controller / Piano / Take All Keystrokes
```

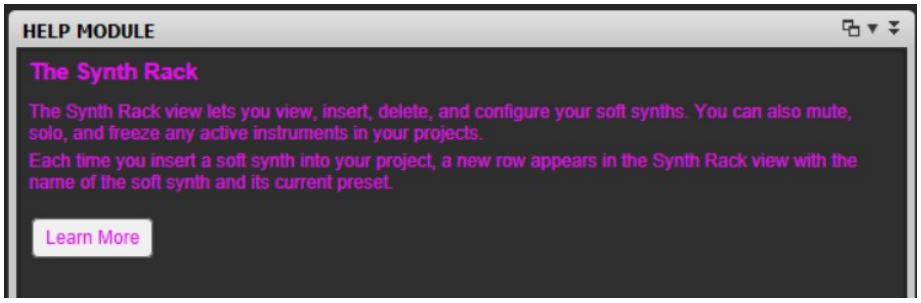
27. Play List view




```
Play List / Enable Play List
Play List / Next Song
Play List / Repeat List
Play List / Add Song
Play List / Remove Song
Play List / Delay
Play List / Keep Focus on Top
```

28. Help Module

`Track view / Unfocused Track Text`



The background is most likely not themable.

Also used in:
(see complete list)

29. Icons

An application re-start may be required to refresh these theme elements in the UI.

29.1. Track icons

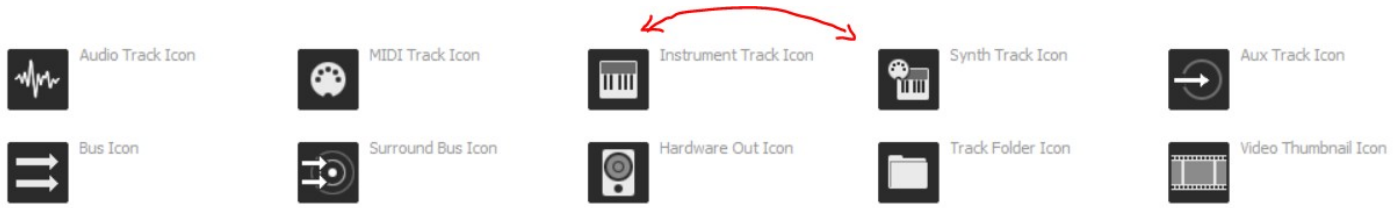
These are the larger icons that optionally appear in the Track Strip and Console Icon module; and also the Synth Rack.

- Transparency is NOT respected, but filled with BLACK.
- A faint white border will be drawn around the image

```
Icons / Track icons / Audio Track Icon
Icons / Track icons / MIDI Track Icon
Icons / Track icons / Instrument Track Icon
Icons / Track icons / Synth Track Icon
```

I have to tell you that it bothers me that these aren't the other way around. It just seems more logical to me that an Instrument track, which combines MIDI data with the VSTi audio output, wouldn't use the icon with both instrument and MIDI icons.

In my custom themes, I tend to swap these:




```
Icons / Track icons / Aux Track Icon
Icons / Track icons / Bus Icon
Icons / Track icons / Surround Bus Icon
Icons / Track icons / Hardware Out Icon
Icons / Track icons / Track Folder Icon
Icons / Track icons / Video Thumbnail Icon
```

29.2. Track Header icons

These are the smaller icons that appear in the minimized Track Strip.

- Transparency is respected.

```
Icons / Track Header icons / Audio Track Header Icon Stereo                    Not used?
Icons / Track Header icons / Audio Track Header Icon Stereo
```

I don't know why there are two identically-named elements. My tests seem to indicate the second one is actually used.

```
Icons / Track Header icons / Audio Track Header Icon Mono
Icons / Track Header icons / Audio Track Header Icon Mono Frozen
Icons / Track Header icons / Audio Track Header Icon Mono Thawed
Icons / Track Header icons / Audio Track Header Icon Stereo Frozen
Icons / Track Header icons / Audio Track Header Icon Stereo Thawed
```

```
Icons / Track Header icons / MIDI Track Header Icon                            Not Used?
Icons / Track Header icons / MIDI Track Header Icon
```

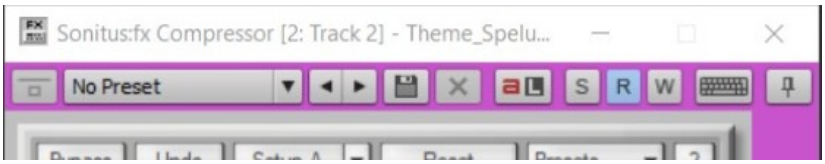
I don't know why there are two identically-named elements. My tests seem to indicate the second one is used.

```
Icons / Track Header icons / MIDI Track Header Icon Frozen
Icons / Track Header icons / MIDI Track Header Icon Thawed
Icons / Track Header icons / Synth Track Header Icon
Icons / Track Header icons / Synth Track Header Icon Frozen
```

```
Icons / Track Header icons / Synth Track Header Icon Thawed
Icons / Track Header icons / Instrument Track Header Icon
Icons / Track Header icons / Instrument Track Header Icon Frozen
Icons / Track Header icons / Instrument Track Header Icon Thawed
Icons / Track Header icons / Bus Header Icon
Icons / Track Header icons / Surround Bus Header Icon
Icons / Track Header icons / Track Folder Header Icon
```

30. Plug-in Property page

Global / Toolbar Background



Also used in:
(other places - see complete list)

Plug-in property page / Host Bypass button

Plug-in property page / Preset Name drop-down menu

The first cell in the image is its standard state, the second is what's displayed after the user double clicks on it to change the preset name. It persists until the preset is saved. Whatever color you use for both cells should have good contrast with View Menu Text.

- @StarshipKrupa

Plug-in property page / Decrement Preset button
Plug-in property page / Increment Preset button
Plug-in property page / Save Preset button
Plug-in property page / Delete Preset button
Plug-in property page / VST Preset Options button
Plug-in property page / ACT Learn button
Plug-in property page / Access Piano Roll
Plug-in property page / Access Staff View
Plug-in property page / Access Event List
Plug-in property page / Access Step Sequencer
Plug-in property page / Solo button
Plug-in property page / Automation Read
Plug-in property page / Automation Write
Plug-in property page / Give all Keystrokes to Plug-in
Plug-in property page / Pin Plugin Window
Plug-in property page / Link Surround Automation Controls

30.1 Control Surface Property Page

Plug-in property page / Control Surface / ACT Learn OFF
Plug-in property page / Control Surface / ACT Learn ON

31. External Insert

This is a plug-in that can be inserted into the FX Bin.

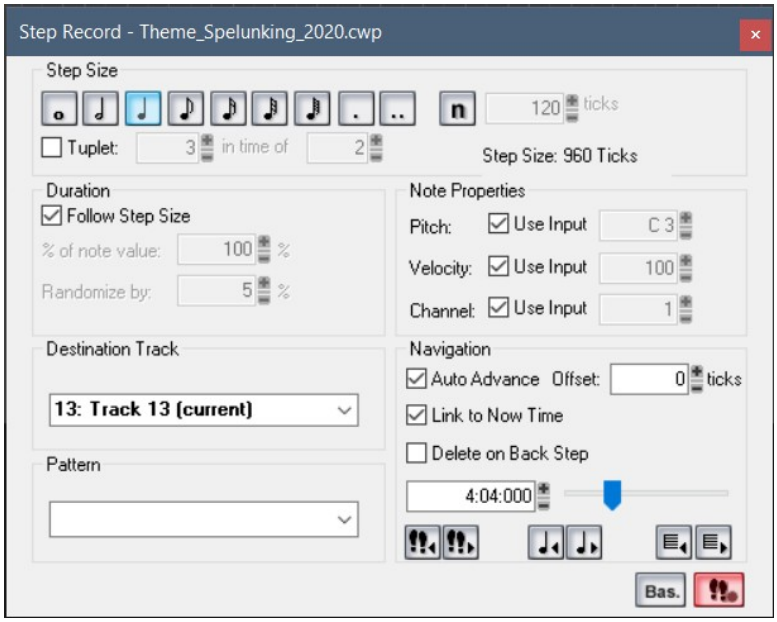
External Insert / External Insert background

32. VocalSync

TBD

```
VocalSync / VocalSync background
VocalSync / Bypass button
VocalSync / Close button
VocalSync / Guide Track menu
VocalSync / Strength knob
VocalSync / NF knob
VocalSync / NF button
VocalSync / Apply button
```

33. Step Record




```
Step Record / Whole Note
Step Record / 1/2 Note
Step Record / 1/4 Note
Step Record / 1/8 Note
Step Record / 1/16 note
Step Record / 1/32 Note
Step Record / 1/64 Note
Step Record / Dotted Note Step
Step Record / Double Dotted Note Step
Step Record / Custom Value
Step Record / Step Backward
Step Record / Step Advance
Step Record / Beat Backward
Step Record / Beat Advance
Step Record / Measure Backward
Step Record / Measure Advance
Step Record / Switch to Advanced Mode
Step Record / Switch to Basic Mode
Step Record / Activate Step Record
```

See https://bandlab.github.io/cakewalk/docs/Cakewalk%20Reference%20Guide.pdf#M7.9.25530.Head.1.Step.Recording

B. Techniques & Case Studies

Theme Editor Tips and Tricks

Use two instances of the Theme Editor

You can **open two instances** - or more - of the theme editor at once, and copy-and-paste items between two different themes. Very useful!

You can paste image data from the Windows clipboard directly into Theme Editor

This might be obvious but it was a revelation to me when I realized I didn't need to "EDIT" a UI Element in my graphic editor in order to update it.

Instead, in my image editor application I can select the set of pixels from my master graphic image (remember to FLATTEN all layers), COPY, then highlight the element in the Theme Browser and Ctrl-V to PASTE directly over the current image.

This probably only works if the image data is of the correct type (32-bit PNG) and dimensions.

Known Bugs

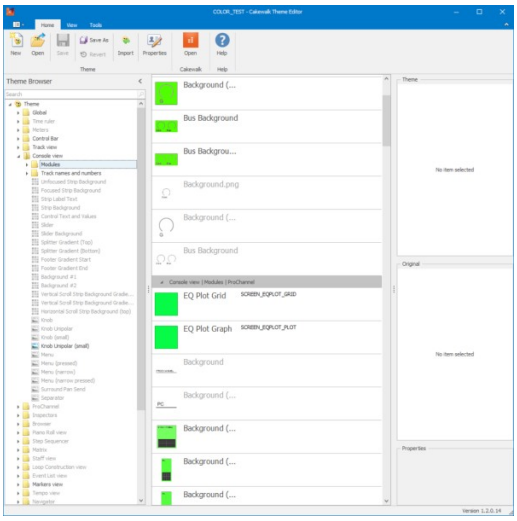
Refreshing the UI after changing a theme ideally requires re-starting Cakewalk. Merely switching themes in an open instance of Cakewalk may not fully respect the theme changes. Clearly there's some caching going on.

Importing changes from one theme into another does not always include all changed items. Use with caution and double-check the results.

Special Themes

COLOR_TEST

Every time I discover a theme element that I suspect to be obsolete or unused, I update my COLOR_TEST theme to highlight the element in bright flourescent green.



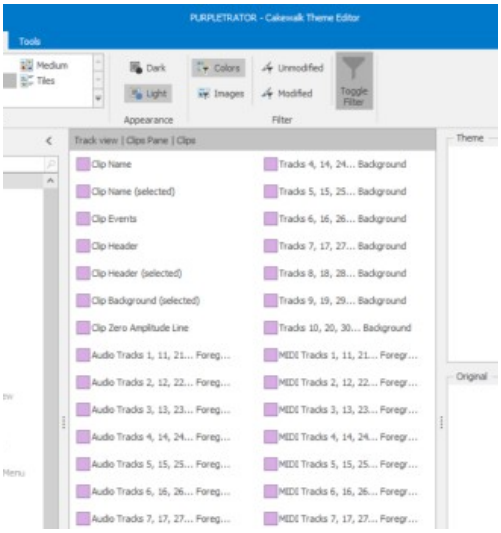
This makes it really easy to tell when I've made a mistake - it shows up very clearly if it turns out it really is visible under some circumstance...

It's also a handy starting point for new themes because you don't need to waste time on elements that aren't used or visible in the UI.

PURPLETRATOR

In order to definitively find out whether an UI feature can be themed or not, I use a theme named "PurpleTrator" where every color has been set to purple.

All non-obvious graphics have also been set to purple areas.



When using Cakewalk with the PURPLETRATOR theme, it may be blinding but it is also easy to what parts of the UI are static. There's a bunch of lines and backgrounds and text which just aren't able to be changed.

Note that, in this screen shot, there are many graphic elements that haven't been changed from default. It looks worse than it is! Also it would be impossible to navigate around if everything were the same color, including the images.

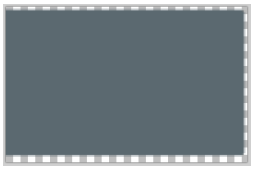
Control Bar

I have not found the correct attribute to change to control the background of the Control Bar. However we can work around this.

"Tungsten Slate"

I quite like this effect where each module is clearly distinct, even when the "center and justify" option is selected. This is actually a minimal customization of "Tungsten": The only thing changed is the **Background (large)** item for each module, flood-filling with the slate blue color.

For example, the MixRecall module:



Note that the image actually has a transparent border on three sides, and we are not changing that. Our blue-grey fill is constrained to the existing border.

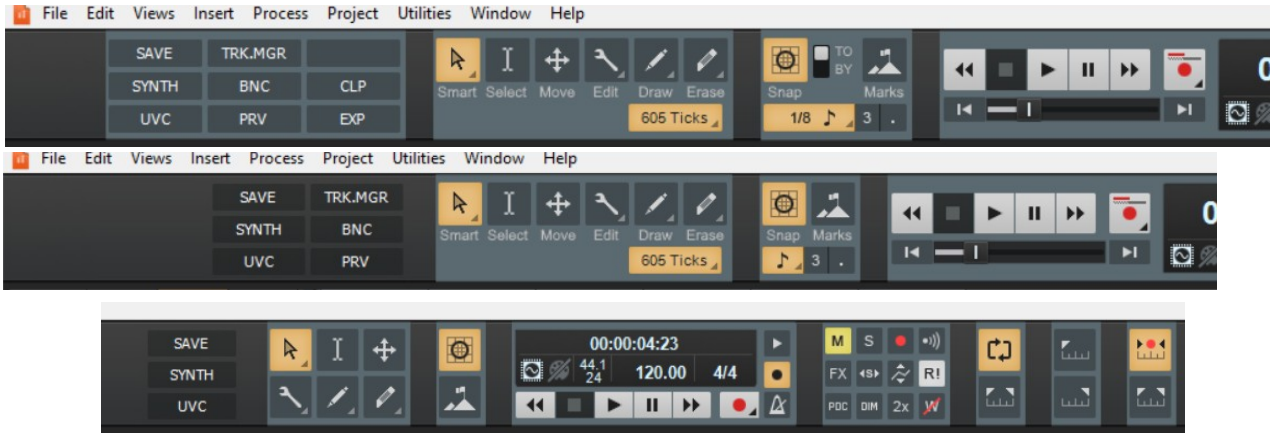
This is cool. I went ahead and customized the remaining background images for the modules (for medium and small sizes), but after I'd finished, the Control Bar suddenly changed:

See how the background is now a continuous slate blue instead of the individual modules position on a black background? This is a nice look, but something must have triggered this rendering difference...

On a hunch, I reverted the following images from **Control Bar | Modules**, and saved the theme:

```
Custom | Background (medium)
Custom | Background (small)
```

Now I see:

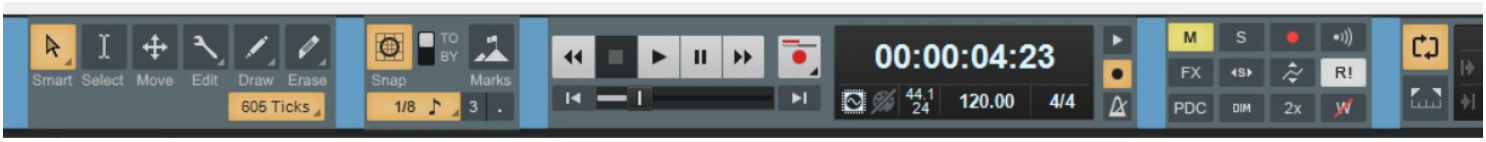


Of course, the Custom module now doesn't have the slate blue background at medium and small sizes, as expected.

When I carefully re-implemented the slate blue background for the **Custom | Background (medium)** item, the Control Bar background once again flood-filled with the blue.

It is only the (medium) size that exhibits this side-effect. Setting a custom background color on the (small) background behaves as expected.

This is almost certainly a bug but it does give us a way to flood-fill the Control Bar Background with a specific color... it just has to be the color of that image (**Custom | Background (medium)**). Here, I set it to blue:



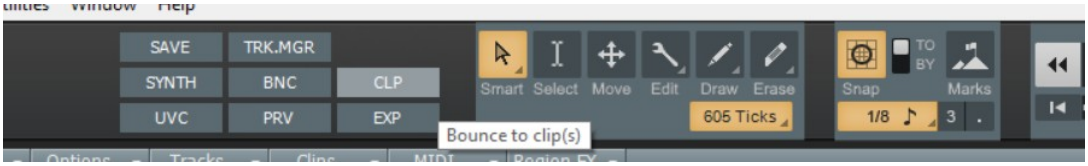
Yeah, although this behavior probably won't change, I don't think I'll be leveraging it.

Aside

Interesting - in the example on the previous page, do you see how the custom buttons have also changed color? This is a feature of how the custom button item is implemented in **Tungsten**. (See 4.15 above for a detailed comparison with **Mercury**).

This gives me an idea... what if we revert all of the background images (normal, medium, small) and instead, adjust the button image to use the slate blue color:

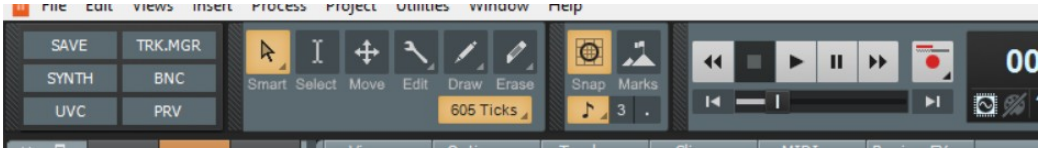
This results in the following:



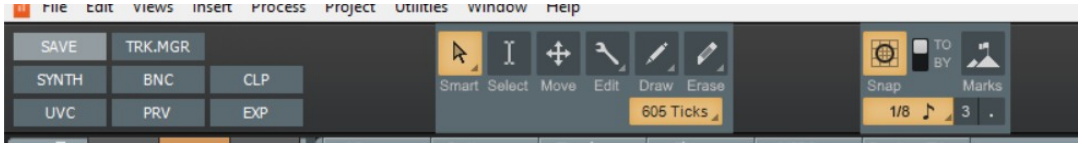
You know, that's pretty sexy. The mouse is hovering over the CLP button of course.

How does this look if we try some other Control Bar display modes?

Normal:



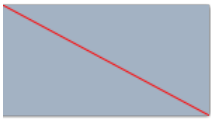
Lock order and Justify:



Nice. I like it. I think that's a keeper.

About that Custom Medium Background

Just for kicks, I altered the default MERCURY background image for "Custom (medium)" to put a diagonal line across it, thus:



The Control Bar results in "locked, centered" mode were interesting:

The left and right half of the background image is used at the left and right ends of the Control Bar, and a middle strip of the image - perhaps 1 pixel wide - is used to fill out the remaining gaps.

Note the use of the left and right sides of the image a **second** time just at the beginning and end of the first and last modules.

Button States

Theme elements for push buttons in general follow a template: a series of images representing Normal, Clicked, Mouse-over, Active, and Disabled and/or Not Applicable. Sometimes there are variations on this, as you've seen if you've reviewed Section A.

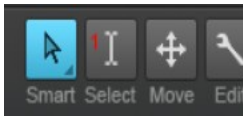
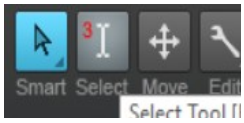
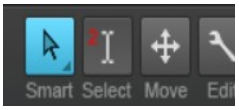
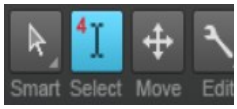
Control Bar module buttons also follow this pattern, but due to the way they are used in the user interface, the default use of colors is not always best for the user experience.

Momentary On buttons

For example, consider the Select button in the **Tools** module.

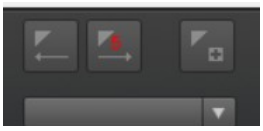
If we distinctly mark each impression in the strip:

Now we can then observe how the impressions are used as we open and use the Cakewalk application:

Loading:	Normal:	Mouse-Over:	Click/Mouse-Down:	Active/Enabled:
				
5	1	3	2	4

That's fine. But other modules don' work that way.

Consider the **Markers** module:

Loading:	Normal:	Mouse-Over:	Click/Mouse-Down:	Active/Enabled:
				(not used)
5	1	3	2	4

The Marker buttons are only used in a momentary operation. Perhaps it would improve the user experience if the "blue, active" impression was actually used in Slot 2? How many other "momentary" or non-default button operations could be tweaked for better experience?

`Control Bar / Modules / Loop / Set Loop Points to Selection`

Original

Recommended (from MIL-SPEC ALPHA theme):

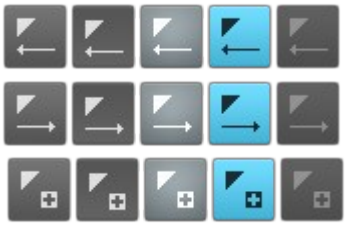
`Control Bar / Modules / Select / Set From = Now`
`Control Bar / Modules / Select / Set Thru = Now`

Original

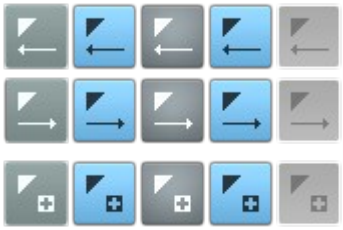
Recommended (from MIL-SPEC ALPHA theme):

Control Bar / Modules / Markers / Previous Marker
Control Bar / Modules / Markers / Next Marker
Control Bar / Modules / Markers / Insert Marker

Original



Recommended (from MIL-SPEC ALPHA theme):



Track view / Track Pane / Duplicate Track button

Original

Recommended (from MIL-SPEC ALPHA theme):

Track view / Add Track flyout / Add Track button

Original

Recommended (from MIL-SPEC ALPHA theme):

Another example would be the Now time seeker controls:

Control Bar / Modules / Transport / RTZ

Original

Recommended (from MIL-SPEC ALPHA theme):

Menu buttons

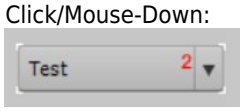
Consider the **Edit Filter** button:

Observe in operation:

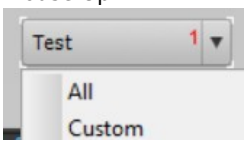
Normal:

Mouse-Over:

Click/Mouse-Down:



Mouse Up:



I haven't observed State 4 but it is possible it is used. One could argue that the "mouse down" state 2 should be more obvious:

Track View / Track Pane / Edit Filter

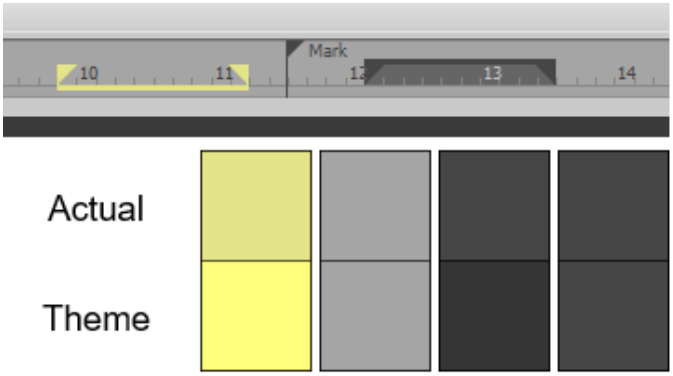
Original:

Recommended:

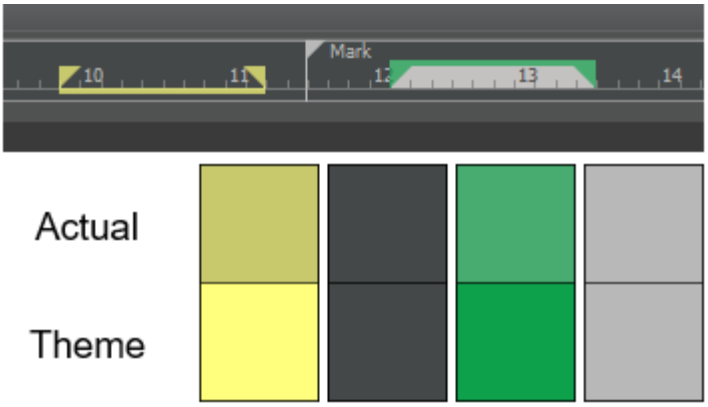
Selection Markers in the Track Ruler

Something interesting I noticed recently is Ruler background and Selection Markers interaction. Some kind of color inversion is used to highlight the selected zone duration, which is perfectly acceptable. But the colors used to render the selection and loop markers are not exactly the same as the colors chosen in the Theme Editor.

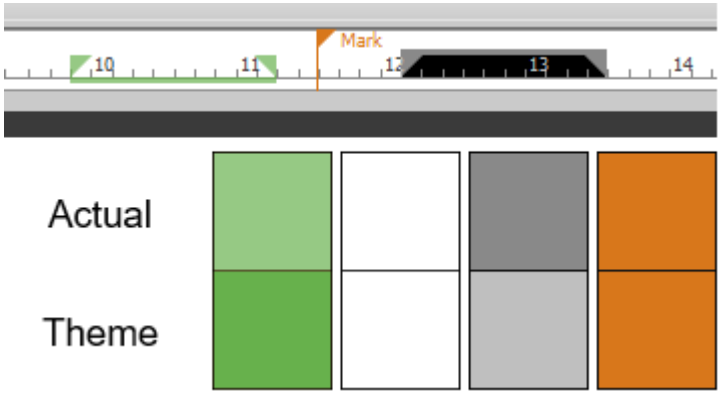
Mercury default:



Tungsten default:



Custom theme:



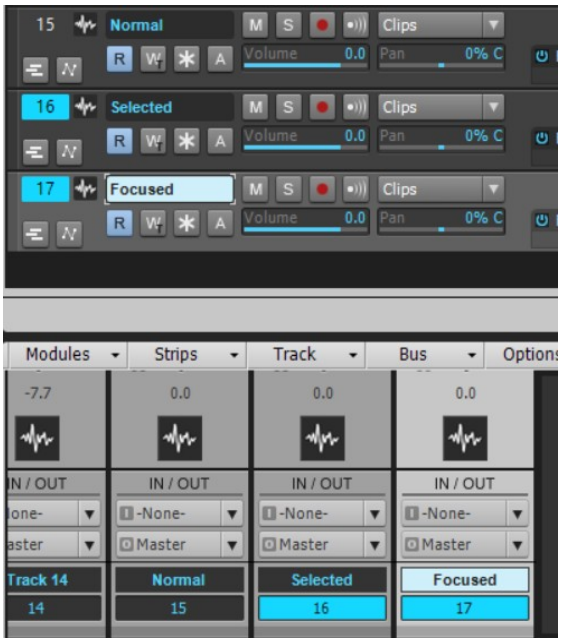
Conclusions:

Background and Marker colors seem to be legit, but for some reason, the SELECTION markers will be rendered with a less-saturated version of the Theme color. Are they applied with an Alpha-channel < 255 ?

I recommend testing and avoiding subtle variations between colors. This may limit our creativity a little.

Selected and Focused Tracks

It seems like a simple customization: to change the color of a "selected" track. How hard can it be? Unfortunately, it's trickier than you'd expect.



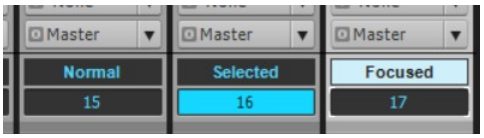
In Mercury, we have the following states:

NORMAL, SELECTED, and FOCUSED.

Cakewalk highlights the Track **Number** for selected tracks.

Cakewalk highlights the Track **Name** for focused tracks.

Focused tracks can be Selected, or Un-selected:



The highlighting used for Focus and Selection can be customized independently.

Selected Tracks

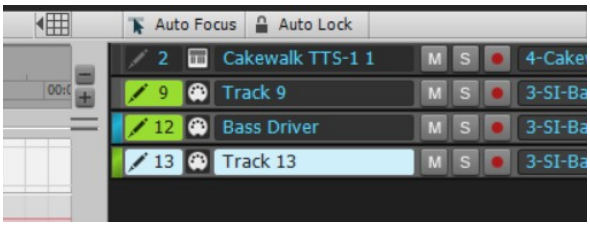
First, let's look at what we need to consider when changing the highlight background color used for SELECTED trac ks.

Track view / Track Pane / Selected Track (more info)

Color = 99DD33 (green)

Console view / Track names and numbers / Track Number Background (more info)
Console view / Track names and numbers / Track Number Background (narrow)
Console view / Track names and numbers / Track Number ProChannel Background (more info)
Console view / Track names and numbers / Track Number Inspector Background (more info)

The results look great:



That's about the smallest possible customization. We haven't attempted to change the text color, or change to a "light on dark" selection style.

One complexity is the relationship between the text/foreground colors:

Track view / Track View Header Selected Track Number (more info)

Controls the text color of the **Track View** Selected Track Number

Track view / Focused Track Text (more info)

Controls the text color of the **Track View** Focused Track Name

Track view / Focused Track Text (more info)

Controls the text color of the **Console View** Focused Track Name and Selected Track Number.

For Track view, Focused and Selected text colors are independent. For Console view, they are the same. This is not a problem if all you want to do is adjust the background color of Focused tracks to be another light color shade:

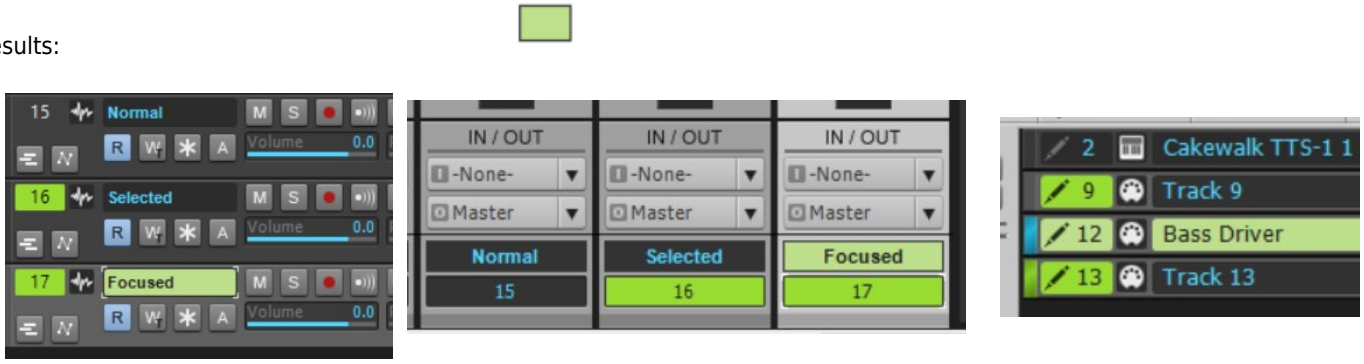
Focused Tracks

Track view / Focused Track Background (more info)

Color = BEE08D (pale green)

Console view / Track names and numbers / Track Name Background Focused (more info)

Results:



Okay perhaps a lighter shade of green would have been better to distinguish them. Or, maybe that's the look we're going for? You decide.

Time ruler / Selection Markers (more info)

Change this to match your selection color if you're super-keen to co-ordinate "selections" of all kinds.

Clip Colors

One of the first things I did after playing around with color options in earlier versions of Cakewalk was to try and make the clips look like other DAWs that I admired. This can be an uphill battle because Cakewalk doesn't expose every possible color used by the application to indicate clip state. And there are a lot of Cakewalk-specific factors:

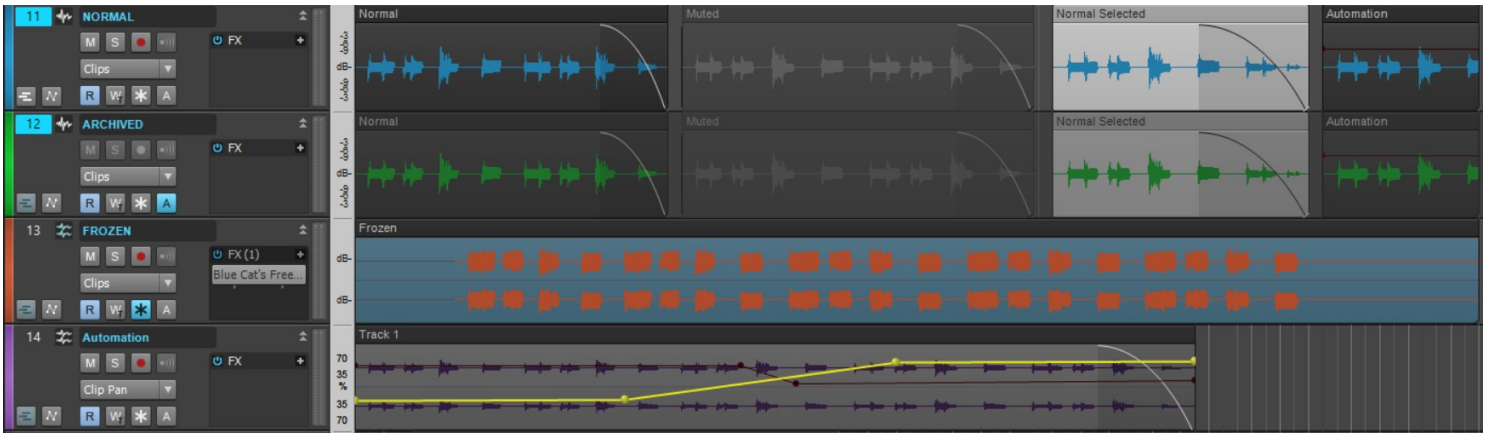
You have to consider:

- Clip headers and names;
- Clip fades and cross-fades;
- Selected and or Muted clips ;
- Archived and Frozen tracks
- ...and probably more.

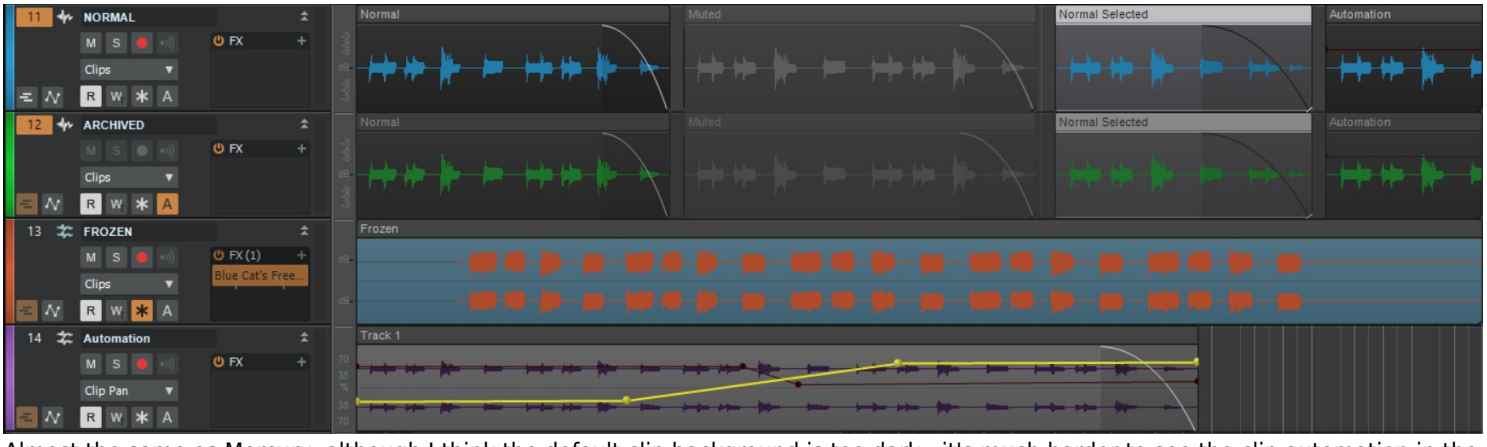
For clarity, you're really better off exploring the possibilities within the "Cakewalk way" of coloring clips. Obviously you can't stop a user from customizing the foreground and background colors on a per-clip- or -track basis, but you should try to make the defaults work in a reasonable way.

Gallery

Mercury (default)



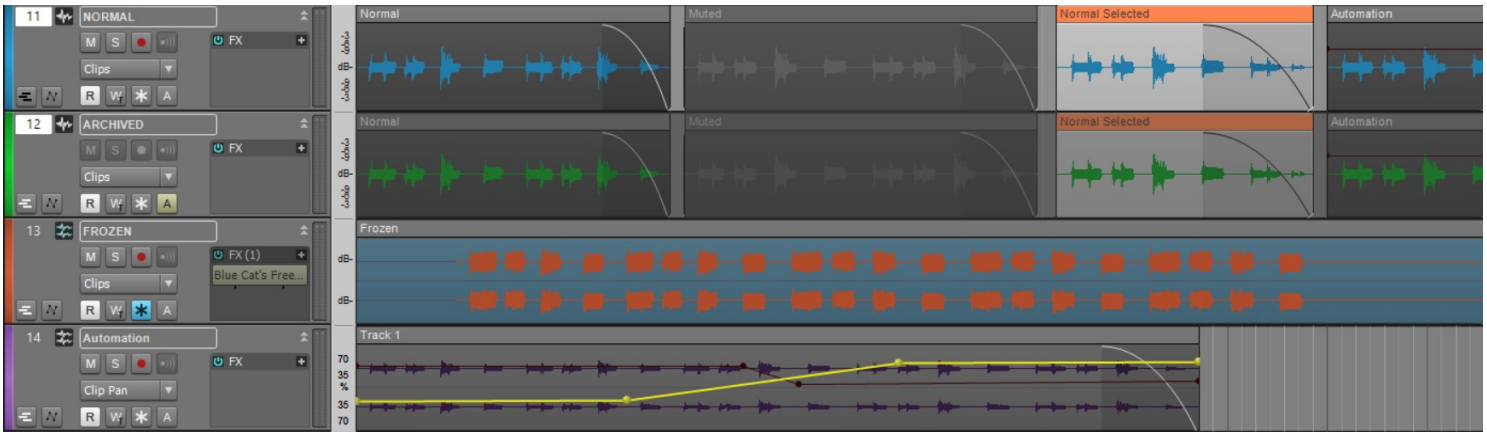
Tungsten (default)



Almost the same as Mercury, although I think the default clip background is too dark - it's much harder to see the clip automation in the unselected clips at right.

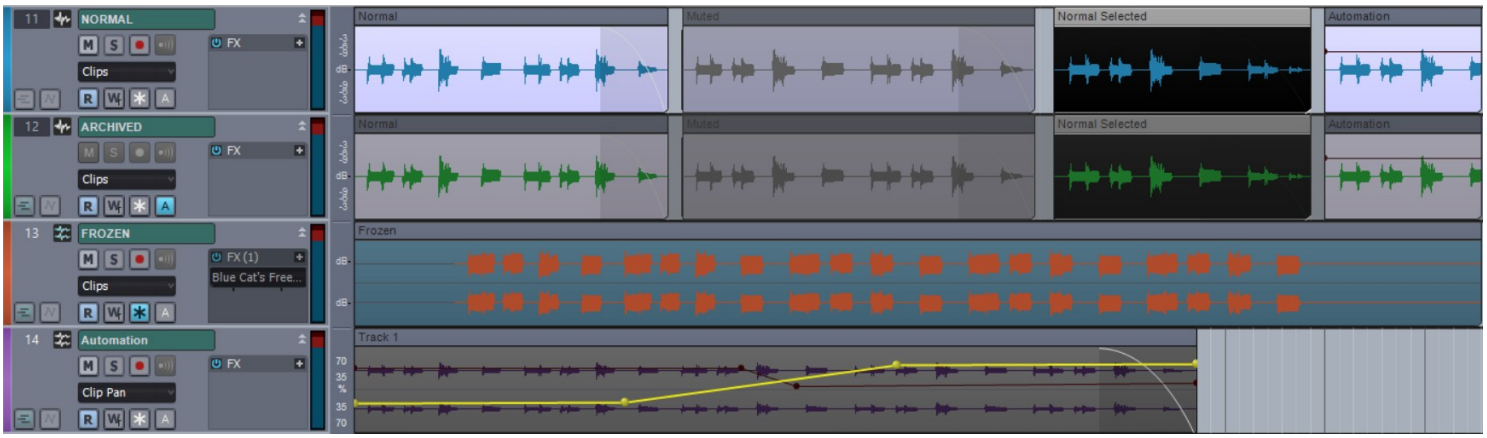
Boston Flowers (custom)

MarianoGF obviously put some thought into how clips are default-colored, and it works:



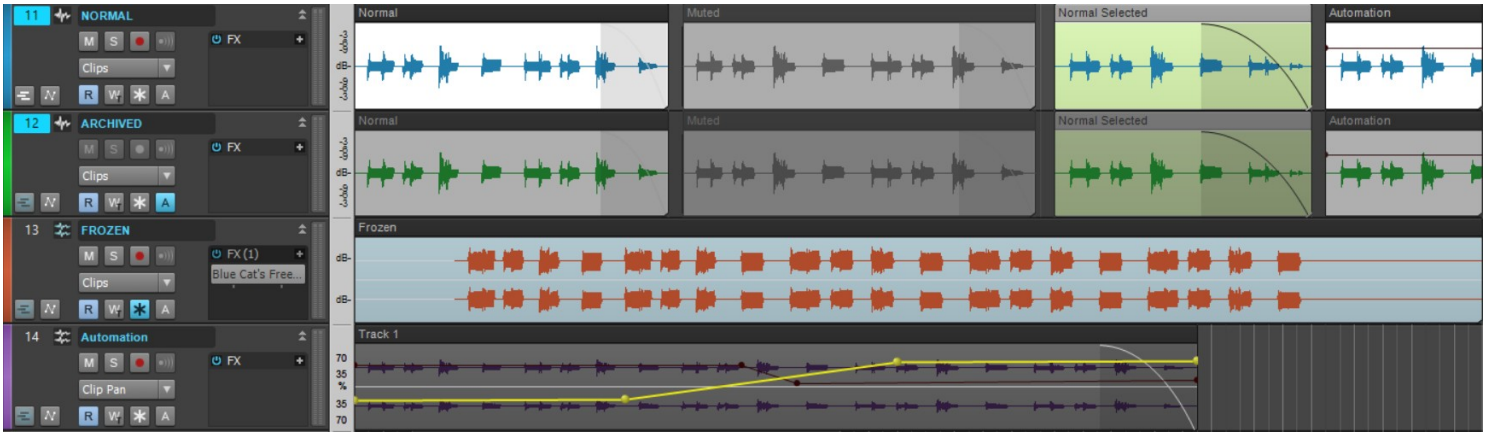
Sonar 85 (custom)

Trance-Canada did a good job with this one: the clips are very clear, although one drawback is that light-colored backgrounds can make clip fades hard to see:



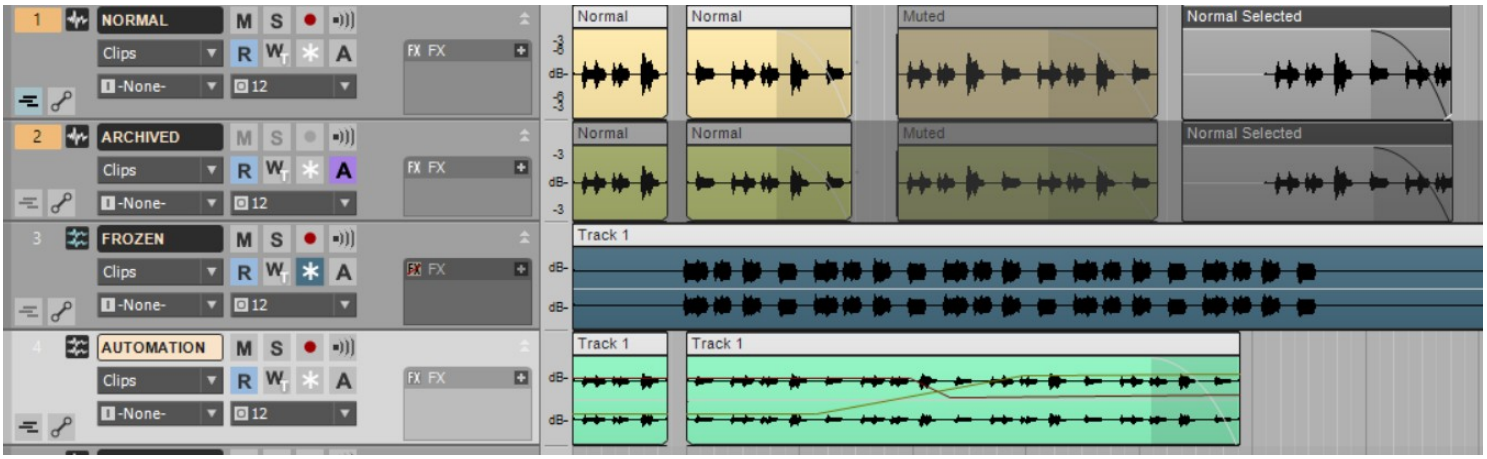
"White Clips" (experimental)

I used a bright white default background, and a pale green for "selected":

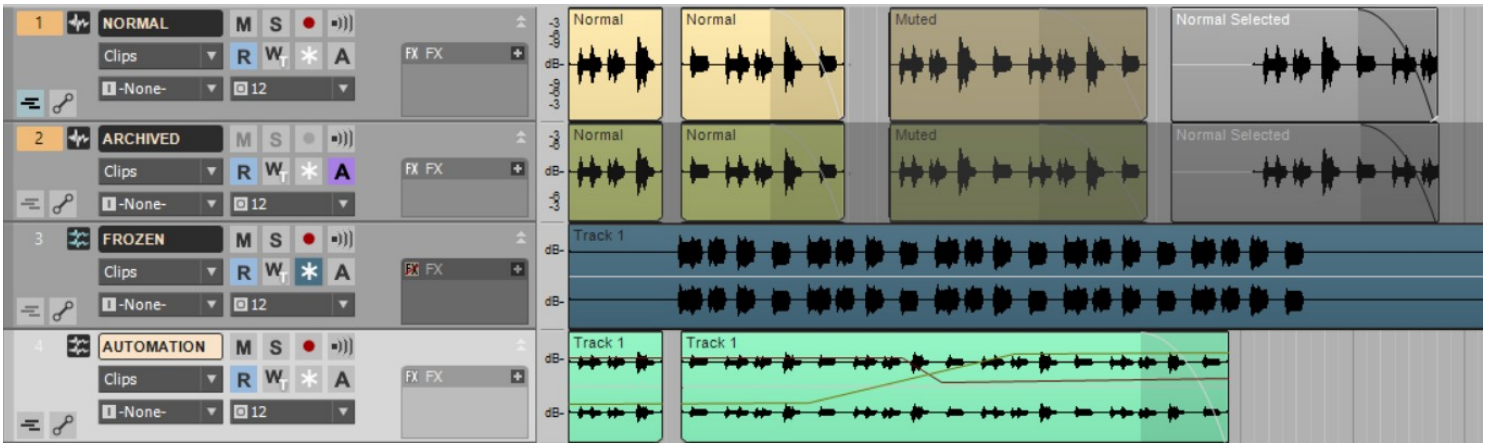


Flat White (custom)

This is another example of experimenting with dark waveform colors and light background colors. Again, the clip fades are not so easy to see, except on SELECTED clips:



Compare with *View > Display > [X] Maximize Waveform Height*:. It's hard to distinguish a selected clip until you're familiar with it:



NOTE: Clip Fade line color can not be customized in a Theme, but you can use **Preferences > Colors** to change the default color used for the curve line.

Read Automation States

In order to determine how the Read Automation state buttons are used, I found it useful to create a special custom theme with the following button sets:

```
Control Bar / Modules / Mix / Read Automation
```

```
Track view / Track Pane / Read Automation
```

```
Track view / Track Pane / Global Read Automation
```

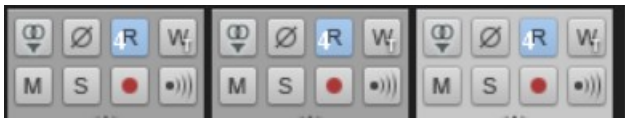
```
Console View / Modules / MSR / Read Automation
```

This allows us to more easily identify the images used in the UI.

Default State

By default, a new project has Global Read Automation enabled:

All the tracks are shown with the Read Automation state enabled:



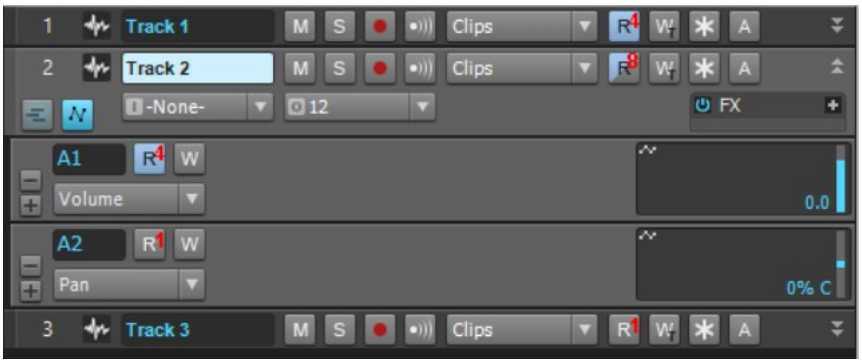
Any specific track can have Read Automation disabled or supressed **locally** by clicking on the indicator button in the Track Pane or the Console. For example, Track 3:

At this point, we may decide to disable Read Automation globally across all tracks, by clicking on the button in the Mix Module:

We see the tracks change their status icons to indicate that Read Automation is disabled globally:

Interestingly, it appears that Cakewalk is simply using the "Global Read Automation" theme element to represent the track status in both Track View and Console view, each of which show 4,4,1 respectively.

Automation Lanes can add complexity:



Now we can fill out our documentation:

`Control Bar / Mix Module / Read Automation`

1 - Global RA Disabled
2 - Mouse Push (when 1)
3 - Mouse Over (when 1)
4 - Global RA Enabled
5 - No Project Loaded

`Track View / Track Pane / Read Automation`

1 - RA Disabled on This Track
2 - (mouse push when 1)
3 - (mouse over when 1)
4 - RA Enabled
5 - (mouse push when 4)
6 - (mouse over when 4)
7 - ?
8 - Indicates that there are multiple automation lanes with different Read Automation states (tri-state)

`Console View / Modules / MSR / Read Automation`

1 - Disabled on This Track
2 - (mouse push when 1)
3 - (mouse over when 1)
4 - Enabled
5 - (mouse push when 4)
6 - (mouse over when 4)
7 - ?
8 - Indicates that there are multiple automation lanes with different Read Automation states (tri-state)

`Track View / Track Pane / Global Read Automation`

Used in both **Track Pane** and **Console View** when Read Automation is disabled **globally** (=1)

1 - RA Globally Disabled (locally disabled)
2 - (mouse push when 1)
3 - (mouse over when 1)
4 - RA Globally Disabled (locally enabled)
5 - (mouse push when 4)
6 - (mouse over when 4)
7 -
8 - Indicates that there are multiple automation lanes with different Read Automation states (tri-state)

How Viewport Background works

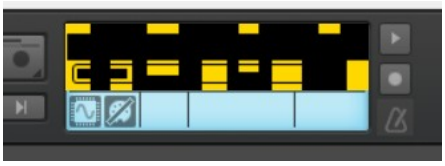
Consider the following test images:

```
Control Bar / Modules / Transport / Viewport Background
```

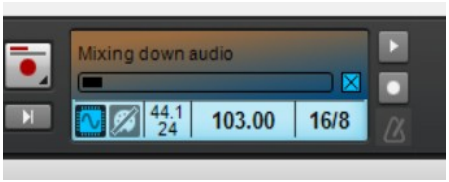
We're going to use these to see how the element is used by Cakewalk for processes that take time, such as project load, importing audio files, or exporting.

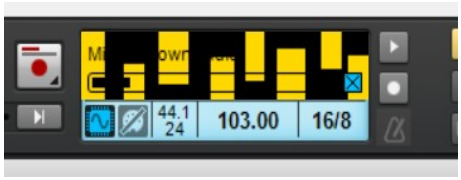
Using the default Mercury Transport:

During a large project load:



During a large project export:





Interesting factoid: the viewport is actually displayed as a separate application window, so if another Windows application has focus (like, say, the Windows screen clipping tool) you don't actually see the viewport appear.

Observations:

Transparent regions in the Viewport image are not respected. Cakewalk actually throws a black rectangle up and then overlays it with the viewport image. The underlying Transport image is obscured, not revealed.

In practice this means that if we want to make it appear as though the viewport is transparent, we need to reproduce the underlying Transport image in our viewport image.

You can't make the "window" smaller than it is by default, because the horizontal black rectangle that appears during load will also overlay (and overlap) the image.

FX Rack and ACT, in depth

by @StarshipKrupa

I just spent some time (time that I will never get back) with the images and colors in FX Rack. Here's what I found.

With no control surface enabled and the effect in its active, non-bypassed state

- Normal: **FX Rack/Name Background cell 1**
- Hovered: **FX Rack/Open Plug-in UI cell 3**
- Pressed: **FX Rack/Open Plug-in UI cell 2**
- Hovering the Bypass or Show Rack Menu button: **FX Rack/Open Plug-in UI cell 1**

With no control surface enabled and the effect in its bypassed state

- Normal: **FX Rack/Name Background cell 2**
- Hovered: **FX Rack/Open Plug-in UI Bypassed cell 3**
- Pressed: **FX Rack/Open Plug-in UI Bypassed cell 2**
- Hovering the Bypass or Show Rack Menu button: **FX Rack/Open Plug-in UI Bypassed cell 1**

This is pretty much as expected. Things get more complicated when we enable a control surface. Once a control surface is enabled, there is another condition a plug-in effect can be in, which is having focus for the purposes of controlling it with the surface. A plug-in gets focus by having its UI opened, and keeps focus until the next plug-in UI is opened.

I'll start with a plug-in that does not have what I'll call "ACT Focus."

With a control surface enabled and the effect in its active, non-bypassed state

- Normal: **FX Rack/Name Background cell 1**
- Hovered: **FX Rack/Open Plug-in UI cell 3**
- Pressed: **FX Rack/Open Plug-in UI (ACT Focus) cell 2**
- Hovering the Bypass or Show Rack Menu button: **FX Rack/Open Plug-in UI cell 1**

With a control surface enabled and the effect in its bypassed state

- Normal: **FX Rack/Name Background cell 2**
- Hovered: **FX Rack/Open Plug-in UI Bypassed cell 3**
- Pressed: **FX Rack/Open Plug-in UI (ACT Focus) cell 2**
- Hovering the Bypass or Show Rack Menu button: **FX Rack/Open Plug-in UI Bypassed cell 1**

When the plug-in has ACT Focus, the behavior changes again as follows:

With ACT Focus and the effect in its active state

- Normal: **FX Rack/Name Background (ACT Focus) cell 1**
- Hovered: **FX Rack/Open Plug-in UI (ACT Focus) cell 3**
- Pressed: **FX Rack/Open Plug-in UI (ACT Focus) cell 2**
- Hovering the Bypass or Show Rack Menu button: **FX Rack/Open Plug-in UI (ACT Focus) cell 1**

With ACT Focus and the effect in its bypassed state

- Normal: **FX Rack/Name Background (ACT Focus) cell 2**
- Hovered: **FX Rack/Open Plug-in UI Bypassed (ACT Focus) cell 3**
- Pressed: **FX Rack/Open Plug-in UI Bypassed (ACT Focus) cell 2**
- Hovering the Bypass or Show Rack Menu button: **FX Rack/Open Plug-in UI Bypassed (ACT Focus) cell 1**

Since these images are used as backgrounds for the text colors **FX Rack/FX Name** and **FX Rack/Bypassed FX Name**, care should be taken to make sure that whatever image is currently displayed should go well with those colors.

Resizing Theme Elements for fun and profit

by @sjoens

Resizing a GUI image can have unintended and undesirable results. However, it can also be useful.

Resizing is not allowed using Import/Export but is possible when opening an image in an image editor from within Theme Editor.

To set up an editor like Photoshop, open Theme Editor and click the Setup Wizard button in Tools menu.

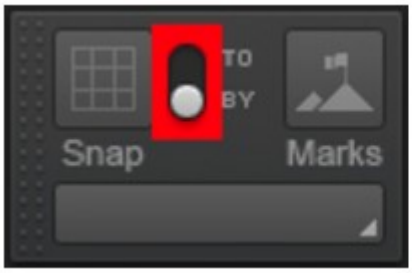
1. Open a theme and double click an image. Photoshop opens.
2. Resize and save image.
3. Click OK in Theme Editor and save the theme.

Each image has its own size limitations giving it one of the following statuses:

1. Stay within their assigned size with no affect on adjacent items.
2. Overlap adjacent items covering them or being covered by them.
3. Push adjacent items over to make room.

Example doubling the Snap To/By button size:

Original



Resized

This image covers the left side of the main Snap button image but slips under the images to the right and below it making it a status 2 image.

Notes:

1. The top left corner cannot be repositioned so any change will be to the right and down.
2. Interactive images like buttons and knobs are Controller Hot Spots for those functions, so overlapping one with another may render one of the hot spots inactive. Best to avoid overlapping!
3. To be safe, save changes to a new theme.
4. When loading a theme using resized images, CbB needs to be closed and reopened.

Create cleaner looking text

by @sjoens

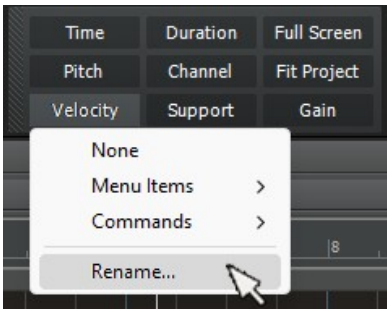
Text created in Photoshop is often blurred, smudged, or just plain YUK. You can use Cakewalk by Bandlab itself to generate text that looks much better!

At least two modules let you enter your own text, which you can then snapshot and paste into a theme element image, matching the GUI's typeface and size exactly.

For Normal text, use the Custom Module (or alternatively, the Console View Track Name)

(Track and Console View Name and Background can also be used)

1. Set text color you want in the Theme Editor (Alternative Text #2)
2. Choose a theme that has an appropriate color for the text background, or repaint the Custom Button background to the desired color
3. Run Cakewalk By BandLab, and right-click any Custom button and type the desired text
4. Use Windows Snipping Tool to copy and paste into your image editor.



For Bold text, use the Markers module, or perhaps the Track View Track Name, where you can enter long strings of text if you need to.

1. Set the text color you want in the Theme Editor (Alternative Text #2 or Track Name color)
2. Chose a theme with a light or dark button background, or set the color appropriately
3. In Cakewalk by Bandlab, click the + button and type your new text
4. Use Windows Snipping Tool

Shrinking copied text to 75% still looks good.

Just remember to re-rename the buttons or delete the markers when you're done.